



OFFICIAL
Xenogears
STRATEGY GUIDE™

BradyGAMES
STRATEGY GUIDES

SQUARESOFT



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Xenogears
STRATEGY GUIDE

by
Ron Wartow



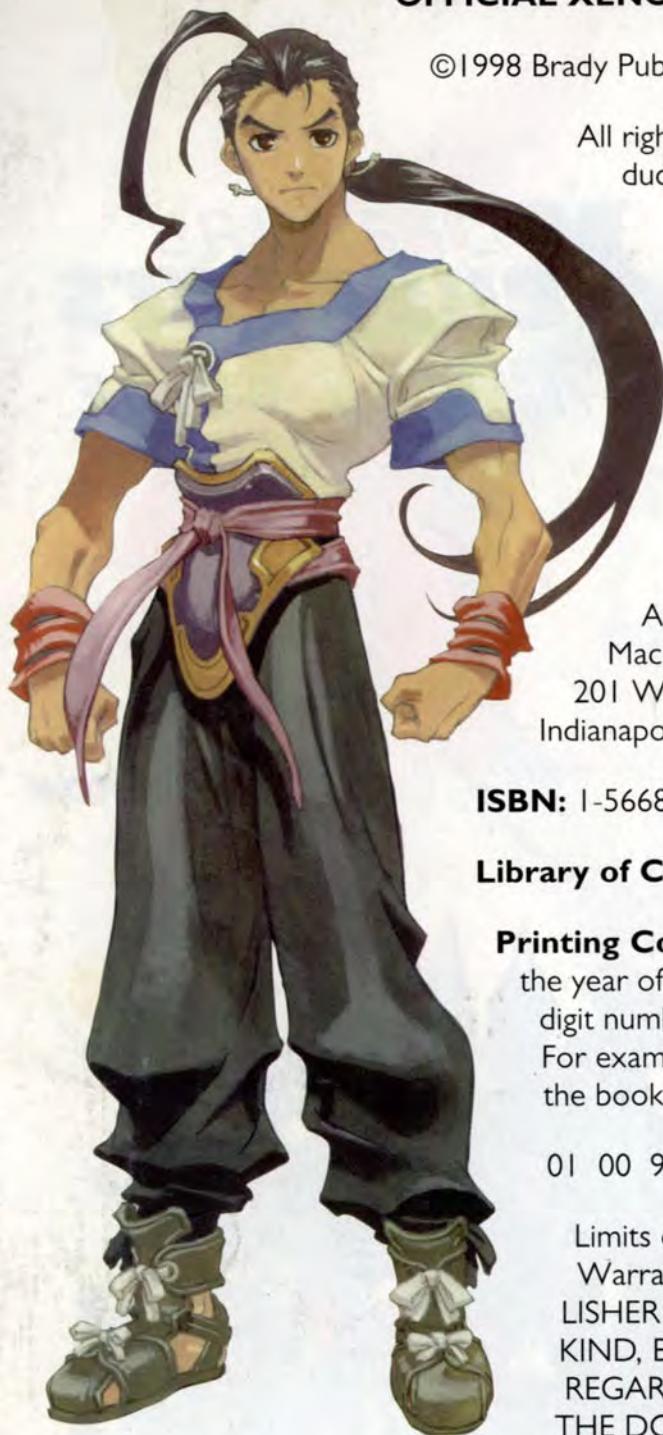
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OFFICIAL XENOGEARS™ STRATEGY GUIDE

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For Fuff, always there...

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Game Basics

This section provides helpful hints for boosting levels, exploring, preparing for combat, winning battles, managing your inventory, and saving games. Consider these hints a jump-start into the adventure. Many more detailed strategies appear throughout the walkthrough.

General Tips

- Things change. What was once a thriving town may be piles of rubble on a return visit. A character with nothing important to say may suddenly become chatty a bit farther down the road.
- Master the **Big Jump**. Practice in Lahan Village and on the Mountain Path.
- Riding around in some vehicles avoids enemy encounters. However, you must fight enemies in order to obtain experience points so that you can increase character levels, skills, and ability levels.
- After a crucial story event, retrace your steps and seek new information from those with whom you've talked to previously.
- There's money to be made in Ignas, but early in the game you should be frugal.
- Examine signs and anything else that appears readable.

Saving Games

- Save your game more rather than less, and sooner rather than later.
- Save your game after completing a particularly difficult or tricky portion of the game.
- Save your game right before large monetary outlays for weapons, armor, and accessories, or an outstanding rise in character, skill, and ability levels.



- Save when the party is about to enter a new major game area, or any game location that has previously proved impassable.
- Save right after the fascinating, but lengthy, opening scene. This ensures that if you perform badly right from the start, you can load a saved game and begin play without viewing all of the opening scenes.
- Save your game position right in the middle of a dangerous section (usually indoors), where **Memory Cubes** are few and far between.

Items

- Early on, before healing abilities are earned, carry lots of **Aquasols** to heal Hit Points, and **Zetasols** to revive a fallen companion during battle.
- Stock up on and equip **Guard** items that prevent enemies from inflicting status ailments on your party members, such as **Sleep**.
- The very second you acquire a character-stat enhancing **Drive**, equip it.
- Hoard all items won, found, or retrieved. You never know when an item might come in handy!
- Place commonly used items at the top of the Item screen.

Weapons and Armor

- Equip any new weapons, armor, or accessories right away. Check your inventory occasionally to make sure you haven't overlooked a powerful new piece of equipment.
- When Gold (G) is scarce early in the game, purchase equipment only for your main adventuring party, Fei, and two others. Later, when other playable characters have surfaced and you have an abundance of Gold, purchase items more freely.
- The very best armor is not necessarily the one to equip. All armor has **Melee Fight Defense** and **Ether Defense** ratings; keep these ratings in mind. If, for example, an upcoming area features encounters with enemies using Ethers, re-equip with armor of a high Ether Defense rating.
- Heed the environment. If an upcoming area features encounters with enemies using fire skills on the party, re-equip with armor that has fire protective properties, and refrain from unleashing fire-based skills or abilities, as such abilities will only serve to heal your enemies.



Skills and Abilities

- **Skills** are best learned by practicing exact button combos. Check the Status menu on the Main Menu under Skills to see which skills are close to being achieved.
- **Abilities** are gained as you increase in character level. Some abilities are not earned until you reach levels in excess of 70. (**NOTE:** You don't need to achieve such a lofty level to complete the adventure!)
- Today's capabilities are tomorrow's failures. If a certain skill or ability no longer seems to make a dent in the enemies, consider putting it out to pasture.
- Although some Gear abilities have the identical name as character abilities, the effect usually is different.

Winning Battles

Before you gird your armor, draw your sword, and plunge into battle, you may want to think about what you're about to do. Some folks call this tactics or strategy. Whatever you call it, thinking ahead is always a smart plan, and the following tips might help you do just that.

General Strategy

- Shrewd preparation for combat is a must, including wise party choices and the best weapons, armor, and accessories.
- Only combat survivors receive Experience Points and Gold.
- Shoot for skills and abilities that attack all enemies in one turn, rather than just one at a time.
- Escaping from battles constantly delays the party's progress, because no Experience Points, Gold, or treasures are gained after a successful escape.
- Assume enemies will attack on your very next step.
- Characters with high agility suffer extended time between combat turns.



- Study the Enemy Scouting Reports to note what to expect in the way of reward and battle tips against all enemies.
- Always take a full party of three along for the ride, usually Fei and two others. There's no sense giving the enemies any advantage.
- When a single hero quests alone, equip weapons, armor, accessories, and items that permit effective attack, defense, healing, and curing various status effects.
- **Combo Combo Combo!**
- The difference between a victory and defeat could easily be a single increase in experience level for just one member of the party.
- Watch the damage total indicator when attacking enemies. If the numbers are green, your melee or other attack is healing the enemy! If the damage total is 0 (zero), try another type of attack.
- At times, a good defense is the best offense. Resist the urge to pummel enemies in combat, but if you ignore the hero's healing and defense needs, the enemies will have the advantage. In a combat where you're clearly dominating, though, feel free to smash away. Characters with high agility are good choices to use protective skills and/or abilities.
- Assume the enemies have an arsenal of tricks at least as big as that of the heroes—if not bigger!
- Pinpoint the healing enemies, if any, and destroy them first.
- An enemy can damage the party whether it has one Hit Point or tens of thousands of Hit Points remaining. Continue to pound away at a targeted enemy until it is defeated.
- All status ailments, including **Sleep** and **Confusion**, vanish when the combat ends.
- Weapons, armor, accessories, and items are widely available. When you enter a new town, always check shops for affordable equipment upgrades, as well as protective and healing items. Retrieve everything you can get your hands on. Sell weaker and duplicate equipment for Gold.
- Many enemies slump when within an inch of their lives. When this happens, release a Deathblow and finish off the foe!



Character Tactics

- Never, ever confront an enemy Gear when your characters are out of their Gears. If trapped, use your first turn to **Call Gear**.
- Except for safe havens like towns and Memory Cubes, enemies attack the party randomly and without warning. There are also many predetermined encounters with high-level Bosses and game villains, usually occurring at pivotal points in the game.
- Enemies love to face-off against weaponless, defenseless heroes. Make sure all characters who can equip weapons do so, and that armor and accessories are the best in your inventory.
- Keep careful tabs on your **Ether Points**. Even with the greatest abilities in the world, without the points to set them in motion, the abilities become useless. Stock up on **Rosesols** to refill Ether Points.

Gear Tactics

- Look for opportunities to confront enemies in normal form. From time to time, check whether the **Get ON—Get OFF** your Gear is a feasible option.
- Without Fuel, a Gear is powerless. Regularly conserve and monitor Fuel. Activate the **Booster**, a real Fuel guzzler, to increase the time between combat turns sparingly.
- The higher the Gear's **Attack Level**, the greater the damage caused against the enemies.
- The only way to replenish Gear Hit Points during combat is to equip and use a **Frame HP**. The only way to replenish fuel is to call up the **Charge command**.
- **Call Gear** is not available before Gears appear or in certain areas where Gears are forbidden.
- To achieve **Hyper Mode (Attack Level Infinity)**, you must first reach Attack Level 3 during a battle. This gives you a probability of reaching it.

For example, if a Gear loses 70% of its HP during a battle, then you divide that percentage by 10, and then multiply that number by 5 (which is a constant variable in this equation).

This would translate to:

$$5 \times \frac{70}{10} = 35\%$$

This means that in this example, the Gear has a 35% chance of achieving Hyper Mode on its next turn. Remember that this probability depends on the percentage of Hit Points lost during a battle, and also the number of times a Gear attacks or gets attacked.

Boosting Levels

- Any place close to a Memory Cube is perfect for building experience. Wander around near the Memory Cube, fight a few battles, heal up, and then save. Repeat this procedure over and over, especially on the World Map, where every step serves as a Memory Cube.
- Scout game areas where enemies that pay big dividends are located. Return as often as necessary when you need to raise character levels.
- In the walkthrough, look for specific advice on those areas that greatly reward the party.



Characters

Playable Characters

Fei Fong Wong

Vital Stats

Level 1

Hit Points 50

Ether Points 10

Attack 15

Hit % 10

Defense 15

Evade% 12

Ether 7

Eth Defense 8

Agility 11

Weapon: None

Armor: Martial Wear,
Martial Cap

Accessory: Stamina Ring

Fei Fong Wong



One dark and stormy night in Ignas' Lahan Village just three years ago, Fei was delivered into the care of Chief Lee by a mysterious stranger. A well-liked, respected painter, his peaceful world is shattered just moments after the adventure starts. From that point forward, memory losses and disturbing flashbacks plague Fei.

With the help of trusty companions, Fei embarks on a noble crusade against repulsive villains. Along the way, allies become enemies and enemies become allies. Before the quest is over, Fei makes many remarkable discoveries, as doubts about his past and current mission are resolved.

Except for a brief period, Fei is the focal point of the whole story, and always leads the party. A martial artist extraordinaire, Fei is one tough cookie in a fight.

Fei has three Gears at his disposal, each more powerful than the last: **Weltall**, **Weltall-2**, and **Xenogears**.



Elhaym Van Houten (Elly)



Vital Stats

Level	5
Hit Points	53
Ether Points	19
Attack	13
Hit %	8
Defense	16
Evide%	9
Ether	20
Eth Defense	13
Agility	6
Weapon:	Magical Rod
Armor:	Pilot Uniform, Ether Stone
Accessory:	AntiEther Stone

Elly is in the Sacred Empire of Solaris' military, the Gebler Force, assigned to help Aveh in its war against Kislev. Assigned to Ignas to carry out the Solarian plan for domination (mainly by spying), she first holds up Fei at gunpoint. After that, Elly suffers a wrenching internal conflict: To help Fei or not? How this is settled relates to the heart of the quest.

Elly is a competent fighter, and uses deadly rods to maim her enemies.

Her sole Gear is the mighty **Vierge**.



Citan Uzuki

Vital Stats

Level 9

Hit Points 222

Ether Points 42

Attack 21

Hit % 15

Defense 20

Evade% 19

Ether 13

Eth Defense 11

Agility 13

Weapon: None

Armor: Fencing Wear

Accessories: Glasses, Step Shoes

Citan Uzuki



Citan is Lahan's doctor, philosopher, and resident inventor. Citan becomes Fei's mentor and guardian angel; however, Citan seems to come from suspicious origins, perhaps even Solaris. Solaris is the avowed enemy and would-be-conqueror of Fei's home continent, Ignas. Citan occupies a sprawling complex high atop a mountain north of Lahan.

Citan doesn't possess Fei's fighting skills, but he comes with over 200 Hit Points right from the start. Although he fights mainly without a weapon, like Fei, later in the quest he acquires a lethal sword.

Citan's Gears are **Heimdal** and **Fenrir**.



Bartholomew Fatima (Bart)

Vital Stats

Level	10
Hit Points	95
Ether Points	17
Attack	24
Hit %	13
Defense	33
Evade%	18
Ether	11
Eth Defense	12
Agility	10
Weapon:	Leather Whip
Armor:	Red Mail
Accessories:	Power Ring, Stamina Ring

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Bart's something of a brash, spoiled blowhard, but he has a heart of gold. His father ruled Aveh from Fatima Castle, but was ousted by Shakhan and killed. As next-in-line for the throne and as Captain of the Yggdrasil (a Sand Cruiser pirate ship), Bart takes the responsibility for restoring peace and order to Aveh's new ruler-tyrant, Shakhan, and ending the frightful armed conflict between his home country and Kislev. His cousin, Marguerite, a luminary in the Ethos Institution, is Shakhan's prisoner.

A terrific fighter, Bart wields lethal whips. Many of these whips cause special status ailments on some enemies. Like some of the other playable characters, Bart first despises and fights Fei, and then, once mutual interest dictates it, joins him.

Bart's Gears are **Brigandier** and **Andvari**.



Billy Lee Black

Vital Stats

Level 39

Hit Points 238

Ether Points 42

Attack 48

Hit % 29

Defense 70

Evade% 29

Ether 28

Eth Defense 29

Agility 9

Weapon: B&J M10 Gun

Armor: Holy Habit

Accessories: Holy Pendant,
Stamina Ring S



Billy hangs out at the Ethos Institution, which preserves culture and excavates equipment from ancient ruins, especially huge, humanoid mechanisms called **Gears**.

He turned to a life of religious calm after several tragic childhood events. His father, Jessie, deserted Billy, his sister, Primera, and their mother. Worse yet, his mother died a gruesome death at the hands of some phantoms called Wels. Billy takes up the cause with Fei and Bart.

Billy is the resident gunslinger in the pack and is the only character able to equip and fire guns. The bigger the gun, the better!

Billy's Gear is **Renmazuo**.



Ricardo Banderas (Rico)



Vital Stats

Level	23
Hit Points	187
Ether Points	21
Attack	43
Hit %	13
Defense	63
Evide%	12
Ether	9
Eth Defense	11
Agility	8
Weapon:	None
Armor:	Metal Jacket
Accessory:	Speed Ring

Ricardo Banderas

A real brute and a mutant born of horrible genetic experiments, Rico is dethroned by Fei as the "Champ" in Kislev's famous Battling Arena. He seems rough around the edges, but has a tragic past because he's a mutant. Swallowing his pride, Rico connects with Fei to right the world's wrongs.

His brutal attacks come from his hands. Strong, tough, and proud, he is a formidable opponent.

Rico's Gear is **Stier**.



Maria Balthasar



Vital Stats

Level	46
Hit Points	272
Ether Points	38
Attack	23
Hit %	9
Defense	105
Evide%	19
Ether	40
Eth Defense	39
Agility	7
Weapon:	None
Armor:	Battle Dress, Silver Beret
Accessory:	Body Guard

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Ol' Man Bal's granddaughter and Nikolai's daughter, Maria packs little punch in a fight. But watch out for her when she's at the controls of **Seibzehn**, a massive Gear with power to spare. You first meet Maria at the top of the Tower of Babel. Her father defected to Solaris, and her grandfather, Ol' Man Bal, preserves the world's fossils in the Stalactite Cave.

Maria's Gear is
Seibzehn.



Emeralda Kasim

Vital Stats	
Level	52-54*
Hit Points	56
Ether Points	78
Attack	69
Hit %	33
Defense	105
Evide%	34
Ether	48
Eth Defense	40
Agility	13
Weapon:	None
Armor:	Devil Dress
Accessories:	Ether StoneLg, Speed Ring



Emeralda Kasim

Emeralda is one unusual character, with a body that substitutes for a weapon with deadly results. Watch her various extremities turn into weapons of destruction. She plays a very important role in the quest towards the end.

Her sole Gear is **Crescens**.



*The level at which Emeralda enters your party depends upon the level of the characters currently in your party. The level listed here may differ from what you receive.

Chu-Chu

Chu-Chu

Vital Stats

Level	52
Hit Points	305
Ether Points	50
Attack	38
Hit %	19
Defense	97
Evasion %	27
Ether	28
Eth Defense	30
Agility	7
Weapon:	None
Armor:	White Beret, Fuzzy Frock
Accessory:	Body Guard



The only character without a Gear, Chu-Chu can grow to humongous size during battles. Attacking enemies by stomping on them for serious damage, Chu-Chu's lack of a Gear is trivial. Most of its body assaults enemies, depending on the attack chosen. Although fairly weak initially, Chu-Chu is accepted by the party because she is Marguerite's pet.

Remarkable Friends and Villains

Study these faces, and memorize them. All are important people in the quest. When they show up, things invariably happen, and fast!

From left to right, top to bottom:

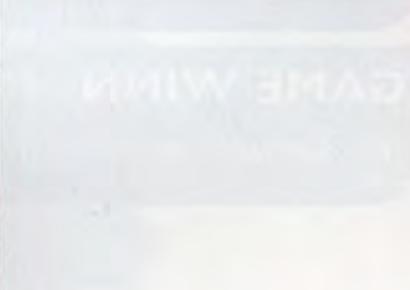
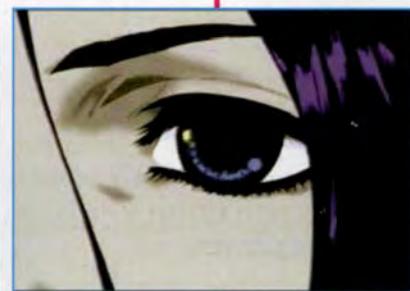
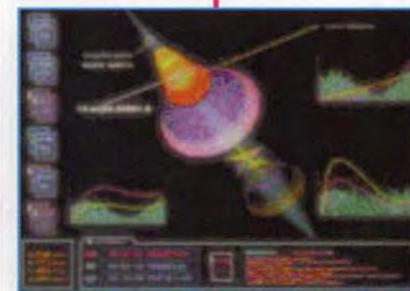
**Fei, Bart, Billy,
Citān, Sigurd
Krelian, Elly,
Marguerite, Maria,
Emeralda
Chu-Chu, Rico,
Khan, Roni, Grahf
Ramsus, Jessie,
Maison, Queen
Zephyr, Primera.**



Prologue

Terror in the Sky 10,000 Years Ago

A gigantic colony ship carrying the last of mankind's hope, was bound for a new place to settle. They had left a greatly overpopulated home world and the future of the entire society was in their hands. At some point in the voyage a foreign organism invaded, and then severely crippled the colony ship's major operating systems. Normal readouts became complete gibberish.



Officers and crew worked diligently to bring the ship back to normal, but could not effect repairs. As one system after another went off-line, the Captain, mindful of the mission's secrecy, activated the self-destruct sequence. It took little time, and the colony ship plunged at several thousand miles per hour into a remote area of Ignas. Remarkably, a mysterious woman emerges from the smashed ruins at the breathtaking end of this event-filled day.

The Premonition

Lahan is a peaceful village, unaffected by its closeness to the border of two warring Ignas countries, the southern desert kingdom of Aveh and the Kislev Empire to the north. The war has lasted hundreds of years. The new Gears found by the Ethos Institution and excavated by both countries completely changed the way combat was fought. Hand-to-hand combat was practically forgotten.

Fei has a frightening premonition about the massive destruction brought upon Lahan Village, his adopted hometown, by Gears of awesome power.



The Present

After the frightful premonition passes, Fei is first seen painting watercolors in his adoptive grandfather's house, the village head honcho, Chief Lee.

From this point on, the story bubbles over with intrigue, treachery, moral conflicts, friends becoming enemies, enemies becoming friends, schizophrenia, and the inescapable clash between great good and odious evil. Prepare to experience a world full of twists and turns, variety, and surprise.

ZENOGAIS?

In *Final Fantasy VII*, the hero, Cloud Strife, suffers dreadful injuries. Recuperating in Mideel, Cloud begins mumbling the word "Zenogais." Pronounce this phonetically and, eureka, "Xenogears!"

GAME WINNING TIP

The adventure should be winnable if all characters achieve at least Level 65.

Walkthrough

Follow the exact trail through the adventure, and leave no stone unturned. For your reference, each area of the walkthrough is preceded by the following:

Level Stats

Suggested Level

Recommended character level necessary for survival in the area.

Goal

Basic objective to be achieved.

Enemies

Likely victims on the road to victory.

Items

Items found lying around or hidden.

Services

Detailed display of any/all shops, or other services available, including rest stops.



Lahan Village

Level Stats

Suggested Level:

1

Goal:

Explore town; head for Citan Uzuki's mountaintop home.

Enemies

(Outside Lahan):

Hobgob
Hopper
Lil' Kobold

Items

200G

Fei's bed

Aquasol (x2)

Barrels in Fei's house (downstairs)

Spider Web

Fei's house (downstairs)

Aquasol

Woman in center of town

Aquasol (x2)

Old man behind Fei's house

Eyeball

Jump into well

Aquasol S

Jump into well

Power Ring

Jump into well

RPS Badge

Win the Rock, Paper, Scissors game 5 times in a row

120G

Old woman downstairs in RPS house

80G

Bald man in Village Consultant's house

Mermaid's Tear

Speak to drunk in tavern and choose third option

Rest

Fei's bed (Free)

General Store

Aquasol 20G

Rosesol 100G

Omegasol 50G

Survival Tent 150G



Once you control **Fei**, search the other rooms downstairs. Make sure you speak with the **Maid** and pick up the two **Aquasols** in the barrels. You will learn that a mysterious character brought Fei to town on a dark and stormy night just three years ago.

FEI'S ARTWORK

Admire Fei's stylish brush-strokes up close and personal. Just press the **X** button in front of each painting.



WALK AND TALK

When Fei engages in conversation, the dialogue plays out. To speed things up, Fei can, in some instances, plan and fulfill his next goal by leaving the talker's side. All the while, the dialogue continues undisturbed until its natural end. Don't walk too far away though; if you do, the conversation will abruptly end.

Head upstairs where **Chief Lee**, Fei's adoptive grandfather discusses the impending nuptials of **Timothy** and the winsome **Alice**, both good friends of Fei. Talk to everyone. Fei's history, before his arrival in Lahan, is a complete blank. Timothy then asks Fei to check on Alice.



TOWN TIPS

Just because a location is not in the walkthrough doesn't mean it's insignificant. Visit the **Village Consultant's house** for a primer on the game, and a **Memory Cube** for saving the game, or stop by the **Rock, Paper, Scissors house** for a game of chance, or pick up some gossip in the local tavern.

When you attempt to leave, **Dan** (Alice's brother) stops Fei. Now leave the house and speak with him. Whether Fei agrees with Dan's plan or not, the story will progress.



Why not get in some jumping practice? Circle to the back of Fei's house and jump the ledges to the roof. Then proceed to the house with the **Windmill**. Speak with the woman "guard," and enter **Alice's House** after she moves.

FIRST BATTLES

Exit through the town's southern exit. On the World Map, fight and defeat the enemy creatures enough to raise Fei to Level 5, where Fei can begin learning **Deathblow Skills**. Also, the **Lil' Kobolds** and **Hoppers** carry armor upgrades. Save your game every chance you get when fighting outdoors.

ROCK, PAPER, SCISSORS

With Fei's stash of just over 400G, at 50G a pop, postpone this game until your money belt is fuller.



Go upstairs and speak with Alice. She asks Fei to journey to the home of Citan Uzuki (the village doctor). Leave the safe haven of Lahan and head out of town to the north.

SHOP TALK

Many shops have more items than appear on the selection screen. Using the D-pad, scroll down the list to reveal other available items.

Mountain Path

Level Stats

Suggested Level:
3

Goal:
Advance to Citan's home.

Enemies

Hobgob
Jackal
Hopper

Items

Aquasol (x 2)
Treasure chests

120G
Spider
In a tree
Bird's Egg
In a tree

GREENHORN

Fei begins the adventure at Level 1, with just 50 Hit Points, a meager 10 Ether Points, and a modest Defense rating of 15. Things will get better!



Straight ahead is a Memory Cube. Follow the white signpost's directions to the doctor's house. Concentrate on the wide-angle screen scene to pinpoint exactly where you're headed.

DANGER DANGER

Navigating this territory marks the first time Fei leaves Lahan, a town that always provides safety against enemy encounters. Enemy attacks begin in earnest. Because you're not on the World Map, the Memory Cube near the Mountain Path's entrance is the only place to save your game in this area. If you find that the enemies in this area are constantly draining your Hit Points, pop back into town to heal.



Approach the switchback ramp leading up. At the top, you learn how to perform a **Big Jump** from the little boy.

EXPLORE, EXPLORE, EXPLORE

Many places contain nooks and crannies with treasures galore off the beaten path. Explore these areas as long as you're surviving combats and are close to Memory Cubes or places to heal. For example, you would have missed the **Aquasol** and **Bird's Egg** had you gone straight to Citan's house.



BIRD'S EGG BLUES

The bird takes exception to your taking its egg, and hounds you until you reach Citan's house. Each time you refuse to surrender the egg, the bird takes away 1 Hit Point. Hold onto the egg.



ALIGNING AND MAKING JUMPS

Carefully gauge the gap to be hurdled. Rotate the view using the **LI** and **RI** buttons to start the jump from one of the four cardinal directions. By doing so, you won't have to start the jump from a difficult angle requiring the awkward pressing of two keypad buttons on the D-pad at once. Consider anchoring the D-pad on your leg or a solid object for steadiness in making these jumps.



Run forward and perform a **Big Jump** over the gap to the other side. After crossing the rope bridge, turn east to find another white sign post. Now head straight up to Citan's house.



Citan Uzuki's House

Level Stats

Suggested Level:
5

Goal:
Bond with Citan.

Enemies

None

Items

Aquasol
2nd floor closet

120G
Chimney adjacent to observatory

Birdseed
On rock outside Citan's house

Midori's Ring
Flowerbed outside Citan's house



Citan's domain includes a colossal home, topped by a powerful observatory, and a strange crab-like contraption on top of a storeroom in the back.

Enter Citan's house and greet his family. After exiting the house, examine the flowerbeds outside the house to find **Midori's Ring**. Also, check out the boulder for some **Birdseed**. Climb the winding steps to the top for a beautiful view and some items. Head for the **storeroom** in back.



What's This?

Read the back of the sign in front of Citan's house to find a poorly written slam on the good doctor.



As you approach the storeroom door, Citan invites Fei inside. Face the music box (which was dug up at the excavation ruins) in the center of the room, and press the **X** button to activate it. At this point, Fei leaves the storeroom. The music box irreparably shatters into a thousand pieces in front of Citan. By the way, Midori never asks for her ring back...

When Fei's journey back to Lahan reaches the far side of the bridge, Fei spots flying Gears heading to Lahan. Once Citan appears, follow him into Lahan. Use the Memory Cube to save your progress just before you re-enter Lahan.

Lahan Revisited

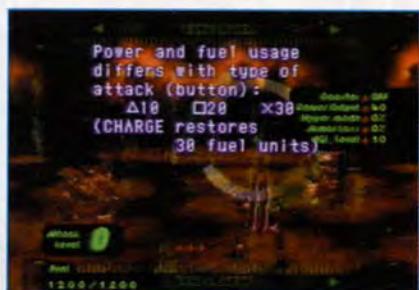
Enemies: Mushka MK100 (x2)



The town is up in flames and the citizens are in a panic as hostile **Gears** attack. When things get out-of-hand, Fei leaps into a Gear, **Weltall**, despite Citan's warning that Gear combat would destroy the town.



Fei's Gear has a whopping 1800 Hit Points, while the two Mushka MK100's have less than 200. When you join the battle, Fei gets a brief primer on Gear combat.



The toll on the village and its people is staggering. Fei is confronted by the survivors, in particular Dan.



Fei follows Citan's suggestion to leave for the desert town, **Dazil**, on the other side of the **Blackmoon Forest**.

MOVIES AND CUTSCENES

These cinematics appear during important moments of the story. The fact that you have no control during these interludes doesn't lessen their importance. By paying close attention, you will discover the quest's continuing storyline, and even vital clues as to your next moves. The reappearance of the compass signals the return of control to you.

Blackmoon Forest

Level Stats

Suggested Level:
7

Goal:
Wind your way
through the forest to
the desert.

Enemies

Armor Grub
Dive Bomber
Dwarf
Forest Elf
Hobgob
Jackal

Items

Aquasol
1st area, Bag on log

Aquasol
2nd area, Bag on
ground

Survival Tent
2nd area, Treasure chest

Scales
Rankar Dragon (Boss)

Arcane Rod
2nd area, Treasure chest



Standing outside of destroyed Lahan, walk to the west and enter the **Blackmoon Forest**. At first, this place looks extremely confusing. Watch your Hit Points, because enemies attack frequently and the first Memory Cube isn't within immediate reach. No honor is lost if Fei retreats or flees from encounters that overwhelm him.

Once in the forest, go straight ahead and then go to the south. Climb onto the large rock in front of stone steps (a good test of Fei's jumping skill), and jump up the steps and onto a log. At the other end of the log, walk off it and take the first path to the right edging along the wall. Fei will reach a log with a Hobgob and a large boulder blocking progress to the northwest.



LONGER ROUTE

Head to the right, and hang a left at the first log. That Hobgob you saw earlier is now sitting at the base of a tree. Pursue it by jumping up the tree's branches to the top. You'll come across a Memory Cube—1 of 2 in the forest—during the process. From the Memory Cube, go forward until you see a fallen log with another Hobgob and a huge boulder.

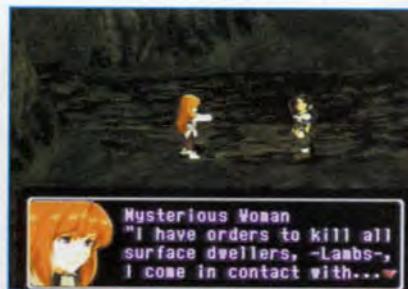
ATTACK POINTS

By now, Fei should have **4 Attack Points (AP)** for battles, soon to reach a maximum of 7. Each attack point increases the chances for success in combat. Fei can hit harder or conserve the Attack Points during ongoing battles to use combos.

ENEMY ALERT

At the start, each monster is tough and easily exceeds our heroes' overall strength. As the heroes progress, they can return to earlier areas for instant victories.

You must fight the Hobgobs to free the boulder and clear the path to the next area. After winning, quickly jump to the left off the log to avoid getting hit by the large boulder. As an alternative, you can continually walk/run directly at the boulder, but the boulder slowly drains five HP from Fei each time it hits him, but it can't knock Fei below one HP or kill him. After the boulder rolls by, jump back onto the log and proceed to the west.



Up ahead, a **Mysterious Woman** appears, and angrily points a gun at Fei.

UNFINISHED COMBOS

Don't get alarmed if combos don't seem to finish. If one of the components of the combo eliminates an enemy, there's nothing left to do.

Walk off the end of the log and then head south with your new party member to a white signpost that reads, "**Path up, Beware of Cliffs.**" Proceed to the east up two ramps to another signpost. This sign indicates the path to **Lahan Village** (to the left) and **Aveh** (to the right).



DID YOU FORGET SOMETHING?

Want a better weapon for Elly? At the cliff warning sign, proceed south to the gap. Don't make a jump; instead, head to the west and make a really Big Jump to the ledge in front of Fei, with a treasure chest.

Head southwest (hugging the wall) to another Hobgob. Perform a Big Jump over the gap to find a **Treasure Chest** and a **Memory Cube**. Now proceed across the stone bridge to the west.

HANDLING BOSSES

Prepare for your first of roughly 70 fights against Bosses. Bosses appear at pivotal points, and each Boss must be conquered to advance through the story. Consult the "Enemy Scouting Reports" that follow for additional help.



When Elly scouts ahead, Fei responds to her screams for help. As Fei rushes to the southwest, he encounters...

Boss Fight: Rankar Dragon

HP:

480

EXP:

348

GOLD:

0

Treasure:

Scales

Attacks:

Tail
Sweep,
Slow, Tail
Thump

Fei's limited competence fails to make a dent; worse yet, the monster's high agility makes for quicker attacks and defense.



Frustrating as this may be, heal Fei when his HP gets below 30, the maximum damage that the Boss can inflict. Continue to practice Skill Combos—your time will come!



In comes Citan carrying Weltall. Fei takes the controls, then the advantage swings in his favor. Attack using your 30-point Fuel attack (X button) for now, because higher **Attack Levels** are not gained in this fight. Soon the Rankar Dragon, which is weak in evasion, is toast.



The 348 Experience Points earned provide your first taste of the satisfaction and reward for defeating a Boss. You receive **Scales** as the spoils for your victory.



TRANSPORTS

In the beginning, the party must walk around the World Map. As the quest advances, new and amazing transports become available. These machines enable access to many new and hard-to-reach locations.



Citan is a welcome addition to the party, with his 200 Hit Points, plenty of Ether Points, and the cure spell, **Sazanami**. Follow the pathway to the west to exit the Blackmoon Forest into the desert.

Dazil lies straight ahead. For now, avoid heading deeper into the desert.

OUTDOORS AT LAST!

Save at every step, if you wish. Note that the World Map wraps around. This means that if you happen to head off the western edge of the map, you'll get deposited on the eastern edge. You won't have to worry about this feature until you have access to vehicles that can traverse the entire World Map.

Desert Village of Dazil

Level Stats

Suggested Level:

9

Goal:

Obtain a Sand Buggy for desert travel.

Enemies

(Outside Dazil):

Hobgob
Lil' Kobold
Sand Man
Sand Shark

Items

None

Rest

Town Bar 10G

Weapon Shop

Magical Rod	50G
Arcane Rod	100G
Leather Whip	60G
Martial Wear	50G
Fencing Wear	80G
Martial Cap	30G
Fencing Cap	40G
Power Ring	200G
Stamina Ring	150G

Item Store

Aquasol	20G
Rosesol	100G
Physisol	10G
Mentsol	20G
Survival Tent	150G



Citan wants to take Fei to the **Ethos Workshop** at the far end of town.



Explore to your heart's content. There's the **Treasure Hunter Association**, **Aveh Army's Dazil Guard Station**, a **Weapon Shop**, and the **Tavern**. Enter the **Rental Shop** that leases Sand Buggies, necessary for desert travel.

However, no buggies are available. Take some time to further explore (if you wish), or head for the Ethos Workshop.



SAFE HAVENS

Monsters never attack in towns, on Memory Cubes or Character Change Icons, when motionless, or when the game is paused.

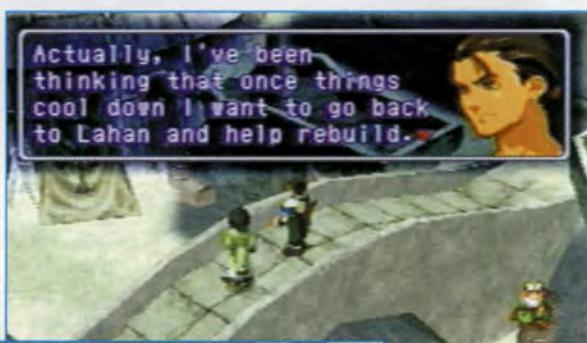
Remember these safe havens, and flock to them to heal and raise levels before exploring further.

At the upper level of town, Fei and Citan view an Aveh excavation site. Enter the Ethos Workshop (across from the Workshop Administration building) next to the Gear Shop with a Memory Cube. Speak with both people inside.



While on a town bridge, Fei informs Citan why he's hesitant to ever climb back into his Gear. Now return to the Rental Shop, find a Sand Buggy located outside, and rent it. (Free rental!)

After Citan leaves, exit the Rental Shop, mop up any unfinished business, and depart from Dazil.



After Citan, Across the Desert

Level Stats

Suggested Level:
10

Goal:
Reach the Aveh transport.

Enemies

Aveh Soldier
Sand Man
Sand Shark

Items

Eyeball
Defeat the Boss,
Wurm



Now that Citan's gone, Fei is alone so save your game now! After leaving Dazil, wander to the west into the desert until you catch sight of two Gears headed off in the opposite direction. Follow as closely as possible, because soon you will enter a new desert area. Continue in that direction until a huge object appears overhead. (The World Map is not usable in this section of the desert, and no Memory Cubes exist.)

TROUBLE DEFEATING ORDINARY ENEMIES?

Devise winning strategies to handle even the toughest minion monster by consulting the "Enemy Scouting Reports." In this section, you'll find complete details on all the enemies. Information and strategies for defeating the toughest foes, the Bosses, are found in the walkthrough.

Afterwards, you see some more Gears to chase. The next event occurs regardless if Fei gets lost: The arrival of four motorcycles. Fei "borrows" a motorcycle and gets surrounded by two Troopers.



Luckily for Fei, Citan appears yet again—in Weltall—and handles half the Troopers. Fei then climbs into Weltall for an easy battle. No combos are allowed yet, just use normal attacks.

EQUIPMENT TRADEOFFS

When equipping a shiny new item, look carefully at what it does to your character or Gear statistics. That new accessory may enhance a stat, while at the same time, reduce another.

BOOSTER TIPS

Booster increases the rate of the Gear's combat turns, which is especially important in big Boss battles. There is one disadvantage: It depletes a portion of Fuel per turn.

After the battle, **Grahf (Man in Black)** tests Fei by summoning a monster.



Boss Fight: Wyrm

HP:	200
EXP:	1044
GOLD:	0
Treasure:	Eyeball
Attacks:	Counter Slurp (Absorb 60 Fuel)

Wyrm is basically invulnerable to normal attacks, and defends well against special attacks. Go for the throat using Fei's talents to inflict decent damage. At Attack Level 0, throw your weakest attack (▲) to conserve Fuel, then unleash Attack Level 1 combos while hopefully evading Wyrm's **Counter Slurp**. Wyrm has greater agility, which increases its combat turns.

Employing abilities uses no Fuel but consumes Ether Points (EP) instead. Try **Guided Shot** about three times to finish off the battle. At this point in the quest, Weltall has but 1800 HP, and at 60 Fuel lost each turn, that lifeblood may soon run out.



ESCAPING FROM BOSSSES

There's absolutely, positively no escape from a Boss battle.

When Wyrm bites the dust, Fei and Citan must surrender. Both end up in a tiny cell on an Aveh Sand Cruiser.



Aveh Sand Cruiser

Level Stats

Suggested Level:
12

Goal:
Escape Aveh
Transport.

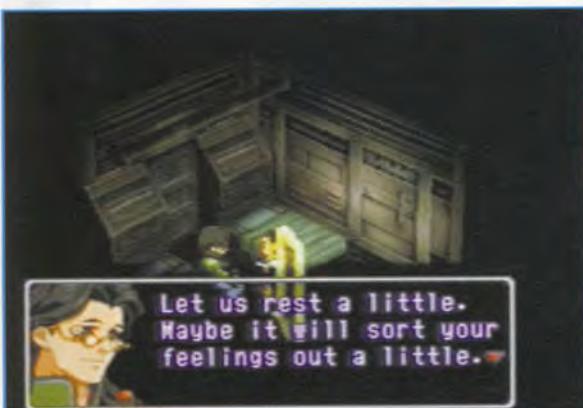
Enemies

Aveh Soldier
Aveh Corporal

Items

Rosesol
Chest in cell block
Survival Tent
Chest in cell block
Leather Vest
Chest in boiler room
Extra Ar + I
Chest in boiler room

Aveh Sand Cruiser



It's been quite a while since your last save, so make sure that you do so. Then speak with Citan until he suggests a rest.

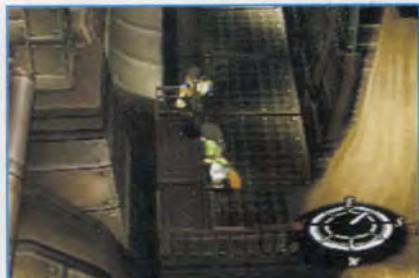


Meanwhile, Bart (soon to be a fellow party member) and his right-hand men, Sigurd and Maison, on the Sand Cruiser, **Yggdrasil**, launch a violent attack against the Aveh Sand Cruiser.

TO SAVE OR NOT TO SAVE

The transport contains many dangerous areas, and lots of combats will precede your eventual escape. If you save the game at a Memory Cube, don't replace the last "safe" position.

Once the door opens, rush out to the corridor. Sand pours into the area at an alarming rate. The easiest way out is to run down the corridor (to the west outside the cell door), and down a ladder. For a more difficult venture, head to the east outside the door and up the ladder. For an even greater challenge, try collecting the two treasures in the area while still escaping in time.



PLAYING IN THE SAND

If Fei and Citan wait too long to escape, it's curtains for them. The only way to navigate through the sand is to run (press the **●** button while using the D-pad). If you head to the left, you can stop the flow of sand by pushing a button beside the doorways passed.



By exiting to the right and going up the ladder, you skip the **Boiler Room** and Fei and Citan get dropped into a **Warehouse** area. If you choose the Boiler Room route, excellent jumping skills are required plus there are two nice equipment upgrades.

The Boiler Room features a series of elevated catwalks. After panning around the room, you'll notice an exit ladder high up in the northeast corner. Then head for a pedestal, topped by a boiler with ladders on both sides. You must act quickly in this area, because the fires caused by Bart's attack spread, and certain catwalk panels fall. Once this happens, you'll have to jump over the gaps to make it to the exit.

Any encounters here are against Aveh Soldiers. During encounters, expect Fei and Citan each to lose 20-35 Hit Points from occasional Engine Room fires. Be sure to heal between battles or the fires are sure to put a quick end to your quest.

The Warehouse is easy to navigate and exit. From the Memory Cube, turn to the right, hug the walls around to the opposite corner, and climb the ladder outside.



Outside, you need to move up the **Crane**, and enter Weltall at the other end. If Fei falls, get back up quickly and proceed. (You can rotate the view to get behind Fei.)



RUN, RUN, RUN!

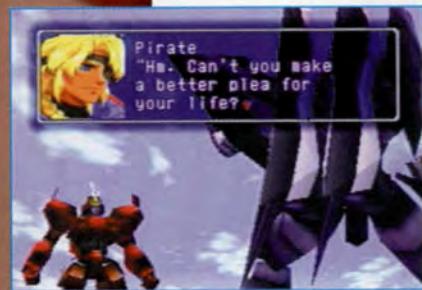
While indoors, press and hold down the ● button to make Fei run. While outdoors, Fei's already in running mode. Also, there's no jumping outdoors.



Boss Fight: Pirate (Bart)

HP:	800
EXP:	1600
GOLD:	500
Treasure:	None
Attacks:	Wild Smile (Accuracy and Evade Down), and Chain Whip

Concentrate on **X** button attacks while at Attack Level 0, then the special combo attacks when at Attack Level 1. Don't worry about the **Wild Smile** effects, the battle should be over quickly. After Bart sustains decent damage, both Gears sink underneath the sand.



Stalactite Cave (First Section)

Level Stats

Suggested Level:
14

Goal:

Reach the surface, and join up with Bart on the Yggdrasil.

Enemies

Sand Man
Tin Robo
Nomad Fix Bot
May Fly
Medusoid
Robo

Items

Gold Nugget
Chest in 2nd cave

Iron GWhip
Chest in 4th cave

Balthasar's Gear and Item Shop

Gear Shop

Fuel

Engine

G6-1200 1200G

Frames

WELT-02100 400G

WELT-02500 800G

HEIM-03200 1800G

BRIG-02200 500G

BRIG-02700 900G

Armor

MS 6 500G

Weapons

None

Parts

Extra Ar + I 50G

Item Shop

Aquasol 20G

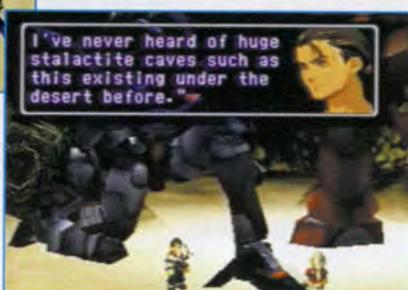
Rosesol 100G

Omegasol 50G

Survival Tent 150G



Fei and Citan emerge in an underground cavern, the risky **Stalactite Cave**. At this point of the adventure, Bart joins Fei.



When the camera pans you'll notice a large boulder blocking an archway. Push it by examining it.

THANK YOU, NOMAD

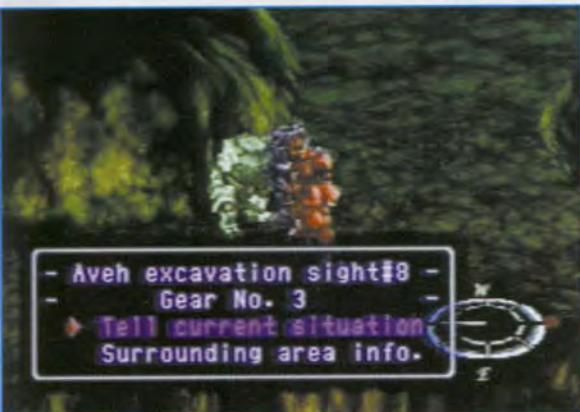
It's too early in the adventure to have your Gear equipped with a **Frame HP** to restore Gear Hit Points. One foe, the **Nomad Repair Bot**, hits weakly but every other turn or so, randomly restores Hit Points to our heroes.

Proceed to the south, and pick up the **Gold Nugget**. Swing to the west and go through another arch to a long trail. There's only one way to go here. If you cross under two large logs spanning the trail, you're heading the correct way.



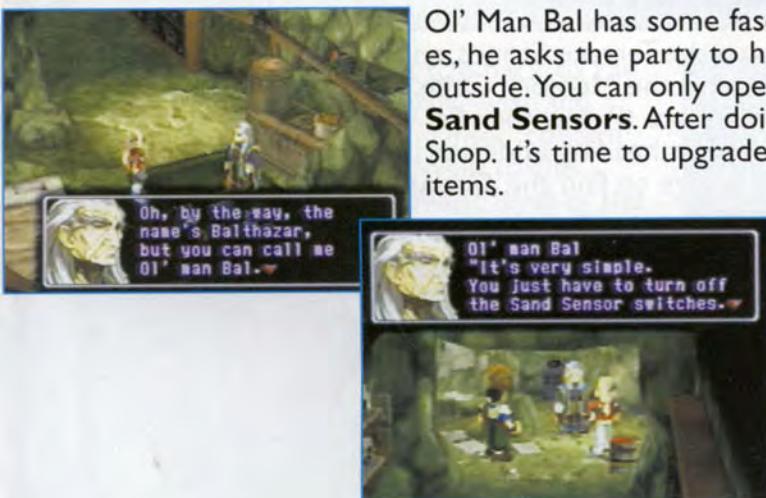
PUMP UP THE FUEL

Pay attention to your Gears' Fuel. Using **Charge** will add small amounts. You may need to perform a lot of charging. The best time to Charge is when you've eliminated all but one of a group of Sandmen. They'll only deal out one point of damage with each hit, while you slowly refuel. Happily in this section of the cave, Balthasar restores your Gears Hit Points and Fuel.



Jump over the stones to the south, use the Memory Cube, and enter the hole in the wall.

Now head over a stone bridge to a Gear standing at an intersection. Head in the direction it tells Fei to go (south), into the **Terrace Stones**.



Ol' Man Bal has some fascinating tales to tell. When he finishes, he asks the party to help lower an immense barrier just outside. You can only open the barrier by disengaging two **Sand Sensors**. After doing so, he opens up your first Gear Shop. It's time to upgrade! As a bonus, he also sells you a few items.

BUFFED GEARS

With these upgrades, your available Fuel and Gear Hit Points rise steadily.

GEAR ESSENTIALS

When upgrading Gears, keep the following in mind:

Replenishing Fuel is dirt cheap.

Engines determine the Gear's Fuel amount.

Frames determine the Gear's Hit Point total.

When upgrading, a trade-in is always given on the Gear's status screen. (The same goes for upgrading character equipment.)

If you upgrade to a new frame, refill Fuel to reach the Gear's new level.

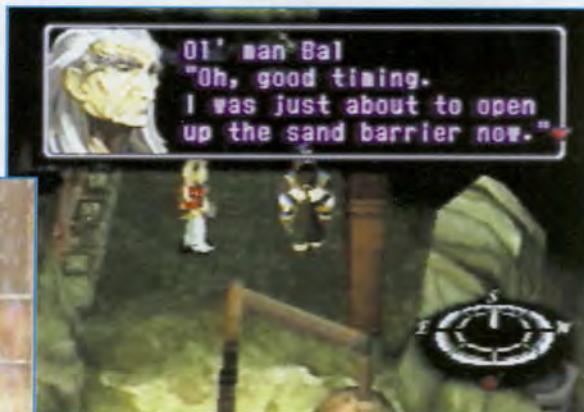
Return to the intersection, and speak with the Gear to pinpoint the location of the Sensors. The locations are on top of the ledge to the north/northwest of the intersection (very close), and the end of a bridge reached only from the northwest side of the Terrace Stones (very far).

Follow the path to the west, at which point Fei passes the Sensor overhead. Keep going and then jump on the stone ledge. Perform a Big Jump over the chasm to reach the **Waterfall Grotto Sand Sensor**. Face it and press the **X** button to disengage it. Retrieve the **Iron GWhip** for Bart by spinning around and jumping to the next ledge.



Return to the Terrace Stones, and jump onto the northwest passage near the Memory Cube. Follow this pathway back to the cave's start. (Remember, Fei will pass under two tree trunks.) After heading under an archway, head due west over a stone bridge to find the **Great Hall Sand Sensor**. Disengage it.

After retracing Fei's steps back to Balthasar, he lowers the barrier. Then, after servicing your Gears, Balthasar makes a shocking revelation and boots you out. Don't bother returning—he's flown the coop.



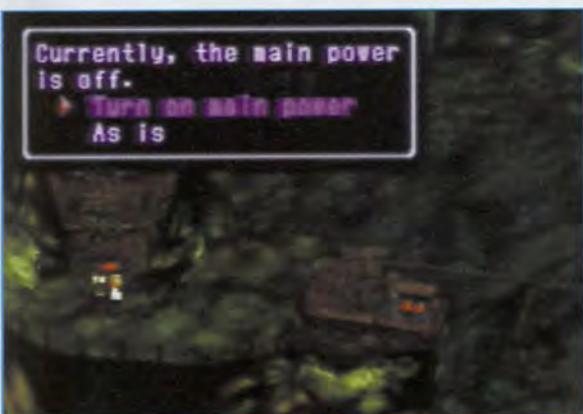
Stalactite Cave (2nd Section)

Plunge through the open barrier. Go south and stop next to the small gondola. Exit your Gears (use the handy L2/R2 button twosome) and enter the gondola.



Extra Armor Is Good for Gears

By now, defeating enemies in the cave should have earned decent armor upgrades for the two Gears. Almost every enemy Gear in the cave gives up some type of armor when defeated. Remember to equip your Gears with the new finds.



Leave the gondola and walk over to a huge Power Generator. Stand in front of the red panel light. Press the **X** button to turn the power on, converting the light to green.

Experience Galore

The Stalactite Cave is a wonderful location to build experience, skills, and abilities. Always be on the lookout for the Nomad Repair Bot for healing.

Climb into the gondola for the trip back to the other side. Mount the Gears, walk west and climb on the elevator. Face the lighted control panel and press **X** to descend. Walk to the south and drop down to the lowest level of the excavation area. Jump up the other side to the Memory Cube. (A tough Boss is looming.)



Walk up onto the elevator near the Memory Cube, face the control panel and press **X** to descend. The exit is right ahead! At the bottom, you will see a giant flying Gear. The terrifying Boss then disappears. Continue forward towards the broken bridge, and then...

Boss Fight: Calamity

HP:

2500

EXP:

8642

GOLD:

2000

Treasure:

None

Attacks:

Flying Hand,
Rocket Punch

By now, Fei should be at least Level 19 or 20. If not, turn back around and get some more experience before attempting this fight. Use **X** button attacks and then on every other turn, throw your strongest Attack Level 1 combo. Have Bart hit the Boss with **Wild Smile** several times to lower Calamity's hit percentage. After a single shot of Wild Smile, Calamity will have a tough time hitting your party with anything but its missile attack. This helps you save HP, which you'll need because the missile attack typically causes around 500 points of damage to a single character each time.



Guided Shot is worthless in this fight, but consider using **Booster** if your Gears' Fuel is high enough. With over 2500 Hit Points, better Fuel totals, greater armor and accessories, the Gears clearly have a commanding position.

With the battle won, wind around the eastern path, then jump onto the bridge to exit the cave.



Sand Cruiser Yggdrasil (Pirate Ship)

Level Stats

Suggested Level:
19

Goal:

Return with Bart to the pirates' desert lair (Bart's Lair).

None

Enemies

None

Items

Rest

Free

Gear Shop

Fuel

Engine

Z9-1500 1800G

Frame

WELT-03000 1400G

Armor

MS 9 1500G

Weapons

Iron GWhip 1600G

Snapper GWhip 2000G

Parts

Resp Circuit 2500G

Def Circuit 2500G

C Circuit 250G

Magnetic Coat 4000G

Lens Cover 2500G

Engine Guard 5000G

Tank Guard 3000G

Ar Repairer 4000G

Motion Guard 4000G

Item Shop

Aquasol 20G

Aquasol S 100G

Rosesol 100G

Rosesol S 300G

Zetasol 100G

Physisol 10G

Mentsol 20G

White Star 500G

Brown Star 500G

Red Star 500G

Blue Star 500G

Hard Star 800G

Speed Star 1000G

Omegasol 50G

Survival Tent 150G

Weapons/ Accessories

Power Ring 200G

Stamina Ring 150G

Speed Ring 1200G

Guardian Ring 2000G



The scene shifts to the **Yggdrasil**. Bart's advisors, Maison and Sigurd, introduce Fei to Bart.

In this huge hangar, view the Gears up close by entering their paddocks from the rear, or browse at the Gear Shop, a prime spot for Gear upgrades. Whenever you return to the Yggdrasil, and Fei will many times, Sigurd will always mention when the Gear Shop has received an excellent supply of new equipment. Your final battle from the Stalactite Cave has left your Gears depleted of Fuel and HP, so tune-up to upgrade Weltall and Brigandier.

Gear Shop Switching

In a Gear Shop, toggling the L1 and R1 buttons switches what Gear you want serviced or upgraded.

Hot Tunes

On the bridge, talk to Franz at the controls in the south corner. The sounds that are played are random. Enjoy!



The Hall of the Yggdrasil is behind the only guarded outside door in the hangar. Rest for free in the living quarters down this hallway.



The second door to the right is the medical clinic. At the end of the hall is the Gun Room, where Maison sells items and accessories. One of the two Memory Cubes on the Yggdrasil is located here; the other is on the Bridge. Down the circular staircase are residences and the Engine Room.

Home Base Cruising Tip

Wander around this vessel. The Yggdrasil is the heroes' new home base. If you become familiar with its layout now, you'll save a lot of wasted time in the future.

Bridge Level

- Bridge
- Ladder to Deck (Accessible when the Yggdrasil is at rest)
- Down Elevator

Level 2

- Up Elevator
- Marguerite (Appears later)
- Gun Room
- Engine Room
- Rest Area
- Clinic
- Level 3 Circular Staircase
- Gear Hangar Entrance
 - Gear Shop
 - Gears

Level 3

- Level 2 Circular Staircase
- Bedrooms
- Engine Room



Can You Hear the Quiet?

The Yggdrasil is a great example of a non-town safe haven. No enemies can breach its hull. Lower your anxiety. Rest, heal, and upgrade your characters and Gears!



Take the elevator up to the Bridge. Enter the Bridge through a door marked by a steering wheel emblem. Speak to Sigurd, and the Yggdrasil, on autopilot, heads for Bart's Lair.

Bart's Lair

Level Stats

Boost Level:

20

Goal:

Survive your first multiple Boss encounters, and proceed to the capital of Aveh.



After this meeting, Fei will see two children ride the elevator down to the Dock. Head south down the stairs and enter Bart's Room. Take the **Iron Whip** from the treasure chest. When you try to leave, you will automatically hide as Bart enters, and then leaves.

Enemies

(Outside Aveh):

Neo Tin Robo
Sand Man
Trooper
Spear Trooper
Sand Shark

Once the Yggdrasil has docked, follow Maison and Citan into the Dining Hall. Maison explains a lot about the scoundrel Shakhan and the imprisoned Mother Marguerite of Nisan (Bart's cousin), and owner of one half of the Fatima Jasper (Bart has the other half).

After Citan and Bart leave, why not make a quick stop downstairs to a full-service shop? Exit the Dining Hall, then head east across the catwalk, then go north up the stairs and go through the doorway to the east to reunite with Bart and Citan in the Planning Room.



Items

Iron Whip

Rest

Man in Brown in Residential Area

Item Shop

Aquasol	20G
Aquasol S	100G
Rosesol	100G
Rosesol S	300G
Zetasol	100G
Physisol	10G
Mentsol	20G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G
Omegasol	50G
Survival Tent	150G

Accessory Shop

Power Ring	200G
Stamina Ring	150G
Speed Ring	1200G
Guardian Ring	2000G

Gear Shop

Fuel

Engine

G6-1200	1200G
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Frame

WELT-02500	800G
HEIM-03200	1800G
BRIG-02700	900G

Armor

MS 7.5	1000G
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Weapons

Iron GWhip	1600G
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Parts

Resp Circuit	2500G
Def Circuit	2500G
C Circuit	250G
Magnetic Coat	4000G
Lens Cover	2500G
Engine Guard	5000G
Tank Guard	3000G
Ar Repairer	4000G
Motion Guard	4000G

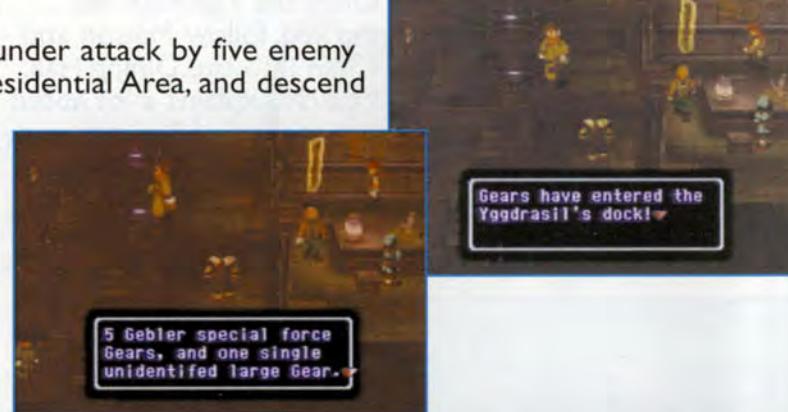


Leave Bart's room and examine the elevator's green-lit control panel by pressing **X** to descend to the Dock. At the bottom, walk south onto the Yggdrasil's deck and speak with Bart. Leave the deck and pass through the first elevator onto the catwalk. Follow the catwalk until you reach a second elevator. Take it down to the hangar.

The Gear Hangar has huge paddocks in separate locations for each Gear. In Weltall's paddock, jump from the small platform to reach the catwalk. Obtain Weltall's status from the technician dressed in brown.

Return to the elevator next to the deck of the Yggdrasil and ride it to the top. Walk north and enter the Residential Area. Speak with the man next to the bed and the door and select the option "**Alright.**" Next, select the option "**I'm okay**" and Fei will rest in the Residential Area.

Deep in the night, the Lair comes under attack by five enemy Gears. Controlling Fei, leave the Residential Area, and descend by elevator to the Deck. You'll automatically begin the first of five consecutive battles against the Bosses.



Multiple Boss Encounter

As if fighting one Boss weren't tough enough, this is the first of the quest's serious encounters. You'll face more than one Boss in succession without the chance to heal, save, or re-equip between battles. You can use your Gears' Ether Machine Attacks if Fuel is running low.



Boss Fight: Swordknight

HP:
700

EXP:
1500

GOLD:
300

Attacks:

Multiple Sword Attacks

Treasure:

Extra Ar +2

Bart and two pirates handle this easy fight. Keep attacking with your 30 point Fuel attack (X button) and your Attack Level 1's as they become available every other turn. Remember, Brigandier, alone, with its upgrades, possesses nearly 2000 Hit Points—almost three times the Hit Points of this Boss.



Boss Fight: Aegisknight

HP:
700

EXP:
1500

GOLD:
300

Attacks:

Pile Driver
(Weaken Armor)

Treasure:

Extra Ar +2

Citan enters the fray, alone, inside Heimdal. You'll have no problem with this fight. Do the usual—build your Attack Level to 1 and waste the enemy. Defeat it with two Attack Level 1's.



Boss Fight: Wandknight (2)

HP:

620

EXP:

1500

GOLD:

400

Attacks:Beam Gun,
Power Beam Attacks**Treasure:**

Extra Ar +2

With Bart and Citan, follow the usual procedure for a simple fight. As with the prior enemy, two Attack Level 1's will do it.



Boss Fight: Clawknight

HP:

600

EXP:

1500

GOLD:

300

Attacks:Multiple Claw Attacks,
Disc Attack**Treasure:**

Extra Ar +2

Fei battles alone. A couple of Attack Level 1 combos should do the trick here.



Boss Fight: Schpariel

HP:

5963

EXP:

17,889

GOLD:

1700

Attacks:

Ground Breaker, Missile,
Electric

Treasure:

Beam Coat

Fei, Bart, and Citan fight the toughest Boss to date, mainly because of the Gear's 6000 Hit Points. The party's Gears have over 2000 Hit Points apiece, and are more than up to the task. Schpariel has a powerful attack, **Ground Breaker**, which can cause between 250-300 Hit Points of damage, and an electric attack that lowers your Defense rating. The Missile from Schpariel is a joke. Have Bart start the fight using Wild Smile to lower the Boss's accuracy, and then use X button attacks until you can pull off a stronger combo. Try to use your Attack Level 1 combos every chance you get.



Maison reminds everyone that Margie needs to be rescued from Aveh. Return to the Yggdrasil's Deck and Bridge. Speak with Sigurd and he'll turn the controls over to Fei.

Yggdrasil Controls

- ❖ L1 and R1 rotate the view
- ❖ Up moves ship forward
- ❖ Down turns ship around, and moves forward
- ❖ Left turns ship to the left, and moves forward
- ❖ Right turns ship to the right, and moves forward
- ❖ ● Disembarks the party onto the World Map
- ❖ X Reboards the party from the World Map
- ❖ ■ Displays the Bridge
- ❖ Speak with Sigurd to reacquire control

World Map Changes

Observe how the World Map now has added new locations due to your travels, namely Bart's Lair and Bledavik in Aveh. Before you're done, the World Map will be cluttered with locations, and even change almost entirely.

Pilot the Yggdrasil to a castle southeast at the yellow dot on the World Map. (Return to Dazil, if you want, by steering to the east end of the continent.) Exit the Yggdrasil, and walk into Bledavik (Aveh).

Bledavik (Aveh)

Level Stats

Suggested Level:
23

Goal:

Find and enter the Underground Waterway, Fatima Castle, and a very special Tournament.

Enemies

None

Items

H&S Badge
(Hide and Seek Badge) Find the hiding boy four times in the town to obtain the badge.

Gear Shop

	Fuel	
Engine		
G6-1200	1200G	
Frame		
WELT-02500	800G	
HEIM-03200	1800G	
BRIG-02700	900G	
Armor		
MS 7.5	1000G	
Weapons		
Iron GWhip	1600G	
Parts		
Resp Circuit	2500G	
Def Circuit	2500G	
C Circuit	250G	
Magnetic Coat	4000G	
Lens Cover	2500G	
Engine Guard	5000G	
Tank Guard	3000G	
Ar Repairer	4000G	
Motion Guard	4000G	

Weapon Shop

Magical Rod	50G
Arcane Rod	100G
Iron Whip	120G
WhippaSnappa	280G
Armor Shop	
Leather Vest	150G
Leather Hat	80G
Power Ring	200G
Speed Ring	1200G

Item Shop

Aquasol	20G
Rosesol	100G
Zetasol	100G
Physisol	10G
Mentsol	20G
Omegasol	50G
Survival Tent	150G

Buyer's Shop (Sell Only)

Fang	150G
Eyeball	300G
Scales	600G

Restaurant (Restore HP/MP)

Something Delicious	300G
Something Cheap	90G
Something Fast	210G

SOUTH SHAKHAN SQUARE

Drink Booth

Durian Juice	10G
Nisan Water	10G
Aveh Beer	10G
Bartweiser Lite	50G

Cake Shop

Spiced Cake	20G
Icy Cake	30G

Toy Shop

Toy Gun	80G
Minigear	120G

Fortune Teller

Fortune	50G
---------	-----

Street Merchants

Radish	10~8G
Ariberry	10~8G
Elfanana	10~8G



Once you enter the Town Map, you'll be introduced to the adventure's three primary villains—Kahran Ramsus, Shakhan, and Miang. Ramsus and Miang confront Marguerite in the tower.



The first stop in Aveh is South and North Bledavik. Expect to spend some time backtracking. The very first thing to do is to talk to the woman in blue at the top of the steps. A festival and tournament are under way. Heed her advice. Sample the wares and meet the street vendors.

Go to the Hotel and meet a Nun from Nisan. Before you proceed upstairs to the Nun's room, save your game at the Memory Cube. Climb the stairs and enter the far right door on the walkway. Speak with the Nun again. She asks Fei to return whenever he has news of Marguerite.



Got Room?

Recall the first person you spoke with in Aveh recommending this Hotel anonymously. The Hotel is full, but if Fei says who recommended it, a room becomes available. Tell the truth that you don't know who recommended it, for a discount.

Any News?

Track the Walkthrough exactly. If you don't, returning to the Nun prematurely will accomplish nothing.

Aveh is a big place. Wander around, explore the upper levels, and open every door. There are two entrances to many places. The Gear Shop has nothing new for Weltall or Brigandier, but Heimdal gets its first chance to upgrade.

Tell the woman in white and blue near the south end of town that you are here for the Tournament. When you find the Underground Waterway on the east side of town where an old man and woman washing clothes can be found, you'll learn that only a key can open the grate. Remember this location! Return immediately to the Nun, who will be pleased with your progress.





Next you must find the "Hide & Seek kid," whose location changes depending on when you talk to him. If you haven't started the Hide & Seek game, you can find him in the northwestern part of town. Otherwise, you'll have to find him in one of his four hiding spots, or his final position near the well in the southwest. The "Hide & Seek kid" speaks of the Underground Waterway and the Key.



Secret

In the middle of South Shakhan Square is a young boy nagging his father for a toy. If you bought a Minigear from the toy merchant nearby, give it to the boy. In exchange for the toy, he explains how to get a hidden **Gold Nugget**.

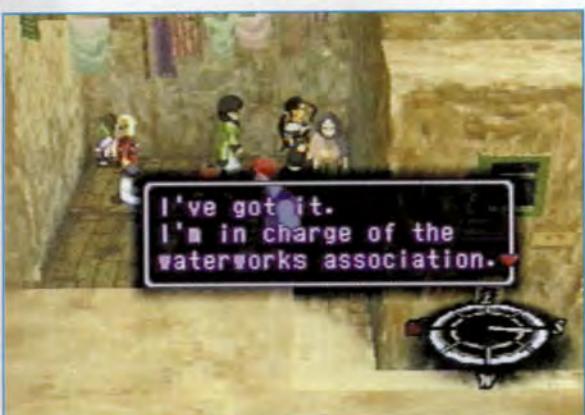
Mess around in North Shakhan Square, and then exit to the north with Fei and Citan. Go to Fatima Castle, where you'll learn all about the upcoming Tournament. Register at one of the booths, and choose a name that best suits you.



Lots of Fun

Check out all the cool things you can do in North Shakhan Square. Look for a balloon, drink some "Bartweiser," learn to breathe fire, and check out some powerful pastries.

Leave the castle and return to North Shakhan Square to pick up Bart. Go back to Bledavik and return to the elderly people under the clothesline next to the grate. Talk to the old man, and select "**Rescue Margie**" or "**Steal from the Castle**" to receive the Underground Waterway Key. Go back to the Nun in the hotel. Once you tell the Nun of your plan to infiltrate the Castle and rescue Margie, you'll have one last chance to freely roam Bledavik and Shakhan Square. Be sure to check out the mini games in Shakhan Square, where you'll have a chance to win some new items.



Once you're through exploring the town, return to the hotel and speak with Bart or Citan, and then choose the option to rest.

The next morning Fei and Citan separate from Bart and return to Fatima Castle. Once there, speak with the guard blocking your path next to the registration booth, and he will move. The same goes for the next guard. Walk over to the easternmost tent and speak to Dan inside, who vows to avenge Alice's death.

Back in Bledavik, Bart bids the Nun good-bye for good, and makes haste for the Underground Waterway grate located next to the hotel.



The Tournament, Underground Waterway, and the Castle

Level Stats

Suggested Level:
23

Goal

Survive the Tournament and rescue Margie.

Enemies

None

Items

Aquasol S
Rosesol S
Survival Tent
Gold Nugget



Press the **X** button and use the Underground Waterway Key to open the grate. Enter the Underground Waterway. The action now switches back and forth between Fei and Bart. Following are the four Boss fights that Fei will engage in.

Boss Fight: Gonzalez

HP:

400

EXP:

500

GOLD:

0

Attacks:

Club Hit, Berserk

Treasure:

Survival Tent

Gonzalez is hardly powerful. His measly 400 HP is nothing to fear. Have Fei use **Inner Healing** if damage starts to take its toll. The best attack from Gonzalez is **Berserk**, causing 60 points of damage, which Gonzalez only uses if Fei uses a **DeathBlow**.



After the battle, Fei gets a chance to rest. Heal up, if necessary, and make sure your equipment is the best available.

Boss Fight: Big Joe

HP:

777

EXP:

1

GOLD:

1

Attacks:

Weak Normal Attacks

Treasure:

Metal Vest

Big Joe's attacks are weak. But, because of the crowd, he's a more difficult opponent. The crowd can heal him and they also throw cans at Fei that can cause between 60-70 Hit Points of damage. Power up your Attack Point Bar (AP) to the maximum of 28, then unleash a combo. Equip the quality **Metal Vest** taken off Big Joe.



Boss Fight: Scud

HP:

300

EXP:

500

GOLD:

0

Attacks:

Strange Pill, Defense Down, Poison, Defense Up, Happy Pill, Knife, Beam

Treasure:

Samson's Hair

Scud's few offensive attacks are weak, but he heals himself regularly. Fei can relax and accumulate Attack Points for a final telling combination attack.

Scud will use Happy Pills on himself to restore 200 Hit Points, and throw knives, which cause little damage. Use Fei's **Inner Healing** to restore Hit Points. Perhaps you equipped **Poison Guard** before the battle? This will prevent Scud from poisoning Fei during battle. Fei's **Guided Shot** plants 100 Hit Points of damage on Scud.



Boss Fight: Dan

HP:

450

EXP:

500

GOLD:

5

Attacks:

SuperBeam

Treasure:

None

Dan's one good attack is a SuperBeam attack, which can cause between 80-90 Hit Points of damage. Employ combos and use cures when the beam strikes Fei. Fortunately, this attack is used sparingly.



Boss Fight: Wiseman

HP:

??

EXP:

0

GOLD:

0

Attacks:

???

Treasure:

0

This is Fei's easiest fight but in some ways, his hardest. You can't hurt Wiseman, and he won't harm Fei. After a few rounds, he'll flee and forfeit the match.



Directions through the Underground Waterway

Level Stats

Boost Level:

25

Goal:

Proceed through the Underground Waterway to Fatima Castle.

Enemies

None

Items

Rosesol S

Bag in water

Aquasol S

Bag in water

Have Bart climb down into the Underground Waterway using the grate next to the hotel. Swimming against the current requires you to “run,” by pressing the **●** button.

SECOND OPTION

You can also enter the Underground Waterway via the grate on the east side of town next to the elderly man and woman. Keep in mind, though, that the following directions through the Underground Waterway don't apply to this route.

Swim straight ahead, ignoring the paths to the east. At the fork in the waterway, swim northwest against the current and follow the path to the intersection. Head north and follow the waterway as it bends to the northeast and swim against the current to the next intersection.

Turn north and swim up against the current until you reach the floodgate. Swim up to the floodgate. After a few seconds, the floodgate will rise up. Swim ahead and climb the ladder on the east wall. Speak with the old man, then climb up the ladder next to the Memory Cube to reach the courtyard of Fatima Castle.



Directions through Fatima Castle to Margie

Level Stats

Suggested Level:
25

Goal:

Rescue Margie. Battle Ramsus and Miang for the first time.

Enemies

Pairs of Aveh Guards

Items

Cobra Cracka

Chest in 1st floor bedroom on eastside

Aquasol S

Chest in 2nd floor bedroom on eastside

Rosesol S

Chest in 2nd floor bedroom on west side

Iron Mail

Wind around the passageway to either the east or west and go through the wooden door at the very end. Climb the red carpeted stairway to the third floor. Defeat two Aveh guards standing outside of the wooden double door along the long red carpet to the north. Turn east, dispose of more guards, and head through the door.

Defeat the Aveh Guards protecting the Castle's southern entrance, and enter. The ornate castle is crawling with Aveh Guards, who always attack in pairs. (A single **Head Hunter** DeathBlow from Bart drops them.) Ascend either staircase to the second floor and exit north through the wooden double doors, to reach the balcony outside.



Overpower the Aveh Guards standing outside the door at the north end of the hallway. Margie's inside, along with a Memory Cube. Save your game, then exit the room with Margie. At the end of the hall, Ramsus and Miang confront you. Bart fights Ramsus by himself.



Boss Fight: Ramsus (with Miang)

HP:

400

EXP:

7000

GOLD:

500

Attacks:

Mirror Stance, (Defensive Position), Multiple Sword Thrust

Treasure:

None



Both women heal their respective comrades for about 40 Hit Points. Forget using Heaven Cent and Wild Smile, because both are ineffective. Gobs of Experience Points await your victory against Ramsus. Build up your Attack Point Bar to 28, and then destroy Ramsus in one shot with a devastating combination attack, no matter how many times Miang has cured him during the battle.

Never attack Ramsus in his Mirror Stance unless you want a harmful counterattack of approximately 150 points. Just cure yourself or Defend until he comes out of that stance.

Boss Fight: Ramsus (with Miang)

HP:

800

EXP:

7000

GOLD:

500

Attacks:

Mirror Stance (Defensive Position), Multiple Sword Thrust

Treasure:

None



It's another battle with Ramsus, but this time Fei is by your side. Ramsus is much tougher, his Hit Points have doubled, and Miang replenishes 100 Hit Points fairly frequently. Fortunately, a full 28 AP attack from both Bart and Fei will defeat him.

Coming Attractions

Ramsus constantly pesters Fei and the other heroes. Count on four more Boss fights against this fierce foe.

After the battle, an automatic sequence unfolds where Elly helps the others escape.



There are three intruders...



Yggdrasil

Level Stats

Suggested Level:
27

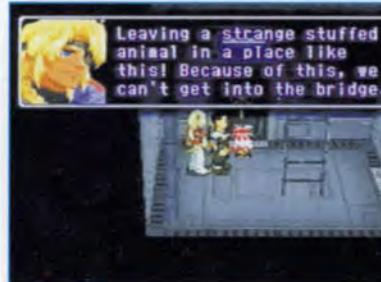
Goal:
Advance to Aveh's capital, Nisan.

Enemies

(Outside)
Hobgob
Neo Tin Robo
Sand Man
Spear Trooper

None

Items



Head for the Bridge. Blocking the door is a pink, cat-like thing. Talk to it. Afterwards, go down the elevator and speak to Margie in her room next to the Gear Hangar. You will get to name the cat (her default name is Chu-Chu), and use her as a playable character later in the game.



Ship's Charts

Have you noticed the man with the binoculars? He maintains the ship's charts. Speak with him after discovering and visiting new locales.



That's Good Eatin'!

Did you get the Spider from the Mountain Path way back at the beginning of the game? If so, Chu-Chu will eat the Spider the first time you speak to her. Don't worry though, she gives you an **Ether Veiler** in exchange for the snack.

All Gear, All the Time

Disembark the Yggdrasil and fight some combats to boost a few levels near the Road to Nisan or in the desert. The area around the town only has low-level enemies that yield little. Your first all-Gear dungeon looms in the near future!



Fei overhears a conversation between Sigurd and Citan. Both are from Solaris. (Oh no, not Citan!)

Fire up the Yggdrasil by taking command from Sigurd. (Re-enter Aveh, if you wish.) Drive due north to a lone tree on a peninsula. The screen will read, "Road to Nisan." Press the **X** button to appear across the water on the outskirts of town.

Suggested Level:
28

Goal:
Visit the Cathedral, and the Mountain Peak/Cave.



The town's general store features accessories and Gear equipment (from Bart's shipmate). Buy the WELT-03000 to raise Fei's Gear to 3000 Hit points. A nice, new whip for Bart's Gear Brigandier is a steal, plus there's a Memory Cube! If you wish, peek into the window of the Assembly Hall.



On the grand tour of the Cathedral, follow Margie wherever she goes. When she stops, speak to her.

Enemies

(Outside Nisan)

Dwarf
Forest Elf
Hobgob
Hopper

Items

Herb Tea Inn

Item Shop

Aquasol	20G
Aquasol S	100G
Rosesol	100G
Rosesol S	300G
Zetasol	100G
Physisol	10G
Mentsol	20G
Omegasol	50G
Survival Tent	150G

Accessory Shop

Power Ring	200G
Stamina Ring	150G
Speed Ring	1200G
Guardian Ring	2000G
Holy Pendant	8000G
Life Stone	20000G
Ether Doubler	30000G

Gear Shop

Fuel	
Engine	
Z9-1500	1800G

Frame	
WELT-03000	1400G

Armor	
MS 9	1500G

Weapons	
Iron GWhip	1600G
Snapper GWhip	2000G

Parts	
Resp Circuit	2500G
Def Circuit	2500G
C Circuit	250G
Magnetic Coat	4000G
Lens Cover	2500G
Engine Guard	5000G
Tank Guard	3000G
Ar Repairer	4000G
Motion Guard	4000G

Go down the steps to Nisan's lower level to meet up with Margie. Due north is an archway blocked by a man. Talk to this man, who moves aside. Follow Margie through the archway, onto the Town Map, and into the Cathedral.



Special Healing Item Tips

Survival Tents at 150G fully heal all active party members, but only if the party stands on a Memory Cube or uses them outdoors on the World Map. Omegasols, at 50G, completely heal the three adventuring characters one at a time (150G), except that there's no need to be at a Memory Cube. They can be used at any time except in battle.

My advice is to ignore Survival Tents and stock up on Omegasols. The total price to restore your party's HP and EP is exactly the same.

In the hallowed Room of Sophia, mother of Nisan, gaze at the remarkable portrait. (Resemble anyone?)

Leave the Cathedral and return to Nisan's main entrance. Maison is there in front of a building that the townies graciously gave the party. Enter the building to find Sigurd. Fei learns some horrible things about Solaris, and why Sigurd and Citan left. When prompted, make sure that you have Sigurd answer each of the four questions.



Find Bart on the bridge overlooking lower Nisan. Return to the Assembly Hall, where Citan proposes a complicated plan to deal with Shakhan and the Gebler forces. Query Bart, who's ready to go!

Fei will head off alone. When Citan appears in the Gun Shop, speak with Maison. (He has no new stuff since the last visit.) Leave the room and climb the ladder outside the Bridge to appear on the Deck. Fei and four companion Gears appear at the base of a mountain.

Mountain Peak/Cave

Level Stats

Suggested Level:
28

Goal:
Get through your first all-Gear dungeon, and return to the desert.

Enemies

Edelweiss
May Fly
Medusoid
Nomad Fix Bot

Items

Rosesol S
Chest inside cave
Gold Nugget
Chest inside cave
Extra Ar+2
Chest outside cave
Magnetic Coat
Chest outside cave
Repair Bot

Fuel Engine

Z9-1500 1500G

Frame

WELT-03000 1400G

Armor

MS 9 1500G

Weapons

Iron GWhip 1600G

Snapper GWhip 2000G

Parts

Resp Circuit 2500G

Def Circuit 2500G

C Circuit 250G

Magnetic Coat 4000G

Lens Cover 2500G

Engine Guard 5000G

Tank Guard 3000G

Ar Repairer 4000G

Motion Guard 4000G

Aquasol 20G

Rosesol 100G

Omegasol 50G

Survival Tent 150G

From the base of the mountain, head northeast to a tall stone column next to a narrow north-south path. Hop onto the path, and head north, and then enter the cave opening.

Follow the Leaders

Escaping this deceptive area is tough. Keep even with, or just behind the companion Gears. If not, you'll lose them as a beacon.



Hug the wall and work your way up the ledge steps. Climb up to the top step and make a Big Jump onto the ledge to the east. (The view rotation is limited in this area.) Ascend more ledges to the east until you see a Treasure Chest.



Enemies Within

Welcome an "attack" by a Nomad Fix Bot, which is prone to restoring a Gears' HPs and Fuel. Other defeated enemies are worth between 800-1400 Experience Points. Fei should definitely rise several levels.



Walk along the small ledge to the north. Jump across to the inviting ledge to the west. Hop up a ledge and retrieve a **Gold Nugget** from the chest. Climb to the last ledge. This is a tough jump because the view rotation does not permit cardinal directions. Rotate the view until you feel comfortable with Weltall's line to the target, and jump to the east ledge on the other side.



Head up two more ledges to the north to the cave's exit. Ah! A Memory Cube and a Repair Bot. Its Gear parts are nothing new, but tune-up to restore your HPs and Fuel. Refrain from selecting the option, "**Can't Trust You.**" If you select this option, you'll have to fight the Repair Bot. Once you've destroyed it, it's gone for good.

After the ordeal here, save your game and exit the cave to the northwest. Prepare for several battles! Outside, the area is crawling with Gebler Gears, led by Elly in Vierge.

Boss Fight: Wandknights

HP:

620

EXP:

1500

GOLD:

200

Treasure:

None

Attacks:

Rifle,
Power
Beam

Attack one of them with your **X** button attack, while building up to Attack Level 2. Then use an Attack



Level 2 combo to bury the second Gear before finishing off the first with a third or fourth **X** button attack. Beware of the Wandknight's **Power Beam** attack, although 300 Hit Points of damage barely dents Weltall.

Without a chance to rest or heal up, you're about to face another challenge.

Conserve Fuel

Charge if you need to and try to keep your Fuel Tank loaded. Try using Ether Machine Attacks to preserve Fuel.

Boss Fight: Clawknight (yellow), Swordknight (red), and Aegisknight (blue)

HP:

700, 1500, 300

EXP:

800, 1500, 300

GOLD:

300, 300, 300

Attacks:

Pile Driver (Weakens Armor)

Treasure:

Extra Ar +2

Take out the blue Aegisknight first to eliminate its fine defenses against Weltall's attacks. Do the usual; use **X** button attacks followed by Attack Level 2 combos when ready. Another plan is to defeat the Swordknight first because of the heavy damage it inflicts on Weltall. One combo should do it. The others' melee attacks are dismal.



Boss Fight: Vierge (Elly's Gear)

HP:

2400

EXP:

11,046

GOLD:

300

Attacks:

Aerod (Anima Ether Response Offensive Drones) attack

Treasure:

None

Our hero faces Elly and Vierge alone. Vierge will attempt to destroy Weltall once and for all. Hopefully, the prior fights did not deplete Weltall's Hit Points and Fuel to any great degree. (1800 remaining Hit Points going into this battle should suffice.)

The **X** button attack is risky because it occasionally misses, but it causes twice the damage of a **■** button attack. Elly's powerful Ether attack, Aerods, can cause over 300 HP of damage. Use your special combination attacks (Attack Level 1 or 2) as soon as you acquire them.



When Weltall and Vierge are down to their last legs, an amazing thing occurs. Back in the cave, equip the **Extra Ar +2** you received from your victories. Do any business needed with the Repair Bot. Be sure to tune-up after those tough battles and then save at the Memory Cube. Hop up the ledges to the east, and then head west over a chasm. Continue jumping up onto the ledges to reach the cave's real exit.

Once you have control of Bart at Fatima Castle, climb the ladder and walk right into an ambush by Shakhan and Miang in the castle courtyard. Maison appears to the rescue in Citan's flying crab machine.

Desert Despair

Level Stats

Suggested Level:
30

Goal:
Reach Nortune
(Imperial Capital of
Kislev).

Enemies

Sand Tripper
Sand Trooper
Trooper

Items

None

Fei leaps off a cliff to the desert floor. Get ready for some fights in the desert. Don't worry about the gunfire, land mines, or enemies, which do little to damage Fei's Weltall. Maintain a steady western heading.



After passing the destroyer or heading far enough west, two Boss fights occur.

Boss Fight: Main Gun

HP:

1800

EXP:

7000

GOLD:

0

Attacks:

Big Cannonball Attack

Treasure:

None

Ignore the Main Gun's weak side cannons, since they cause little damage. Watch for the Main Gun's countdown. Once it reaches zero, the Main Gun will unleash its Big Cannonball Attack, which causes around 400 HP of damage. Assail the Main Gun with **X** button attacks, until Weltall reaches Attack Level 3 (or 2 if you're not capable of 3 yet). You should be able to eliminate the Main Gun after three **X** button attacks and one Attack Level 3 combo. Having upgraded your Gears progressively, this battle is a cakewalk. Since the next battle is against a much tougher Boss, expend as little Fuel as possible. With

7000 experience on the line, and over 13,400G for the taking in the next battle, Fei should easily get a level advance.



Keep heading west, and maneuver between the two enemy **Sand Cruisers**.

Boss Fight: Dora

HP:

3000

EXP:

13,393

GOLD:

2000

Attacks:

Claw Attack

Treasures:

Extra Ar +3

Fei has two Gear companions for this fight. At first, Dora is invulnerable to the companions' attacks. This is the first battle where I recommend that you select **Booster** to increase the number of attacks between turns in combat. So long as your prior battle didn't take too much out of Weltall, this battle isn't too difficult. Use your **X** button attack and Attack Level 2 or 3 combos when available. When Dora's Head Cover explodes, as long as Dora isn't holding onto your companions, they can now inflict some damage with their **X** button attacks.



Meanwhile Bart and the Yggdrasil are in trouble, surrounded by Ramsus' powerful Gears. A gigantic, unidentified Gear will soon arrive and confront Bart. Ramsus and Miang show up. The strange Gear hits Bart with a **Kishin Sword Attack**, which causes almost 20,000 HP of damage.

Save your game and continue.

A Masked Woman informs the Kaiser that she wants Fei thrown into Nortune's Prisoner Detention Facility (D Block). Unfortunately for you, that's exactly what happens.



Nortune (Imperial Capital of Kislev)

Level Stats

Suggested Level:
32

Goal:
Survive the Baptismal Ceremony, and reach the Kislev Sewers.

Enemies

(Inside)
Rico and Friends

(Outside)
Sand Tripper
Sand Trooper
Trooper

Items

None

Rest
Free at Doctor's Clinic

Hammer's Items
D Block

Aquasol	20G
Rosesol	100G
Zetasol	100G
Physisol	10G
Mentsol	20G
Omegasol	50G
Survival Tent	150G

Hammer's Accessories
D Block

Metal Jacket	550G
Metal Helmet	200G
Poison Guard	1500G
Sleep Guard	1500G
Brain Guard	1500G
Guardian Ring	2000G

Hammer's Item Shop
C Block
(Battling Arena)

Aquasol	20G
Rosesol	100G
Zetasol	100G
Physisol	10G
Mentsol	20G
Omegasol	50G
Survival Tent	150G

Hammer's Gear Shop
C Block
(Battling Arena)

Fuel	
Engine	
V10-2000	2000G
V12-2000	2600G
Frame	
WELT-03600	2200G
WELT-04300	3200G

Armor

MS 12	2500G
MS 15	3500G

Weapons

None
Parts

Extra Ar + 1 50G
Extra Ar + 2 75G

B Block Info.
Center Gear Shop

Fuel
Engine

V10-2000
V12-2000

Frame

WELT-03600
WELT-04300

Armor

MS 12
MS 15

Weapons
None
Parts

Extra Ar + 1
Extra Ar + 2



Something called the Baptismal Ceremony, a D Block tradition, awaits Fei. After he meets Rico the "Champ" and the rest of the Battlers, Fei must fight all of them. Rico kindly lets Fei use the Memory Cube located there. Approach any one of the Battlers to start the action.



Boss Fight: Leonardo

HP:

500

EXP:

300

GOLD:

0

Attacks:

Weak Normal Combos

Treasure:

None

You've fought tougher foes before. Charge your Attack Point Bar up to 15. About three of Fei's Hagan combination attacks take down Leonardo.

Boss Fight: Heinrich

HP:

500

EXP:

300

GOLD:

150

Attacks:

50 Point Wrestling Throw

Treasure:

None

This battle is about the same as the last fight, except against a worthier opponent. Again, charge your Attack Point Bar up to 15 and unleash three of Fei's Hagan combination attacks to defeat Heinrich.

Boss Fight: Vargas

HP:

500

EXP:

300

GOLD:

150

Attacks:

Medium Normal Attacks

Treasure:

None

Vargas has almost nothing going for him except an uncanny ability to mirror Fei's attack. In other words, the stronger the attack that you launch against Vargas, the stronger his counterattack will be against Fei. Use only your ▲ button attacks to build up your Attack Point Bar to 28, and then wipe Vargas out with a series of deadly multiple combination attacks.

Boss Fight: Suzarn

HP:

800

EXP:

500

GOLD:

0

Attacks:

Sickle Attacks

Treasure:

Metal Jacket

Suzarn's Sickle attack cause almost 100 Hit Points of damage to Fei. Heal if Fei gets dangerously close to 100 HPs. Another of Suzarn's attacks drains all of Fei's Ether Points. When this occurs, use a **Rosesol** to replenish Fei's EP, and then heal using **Inner Healing**. Yet another attack drains half of Fei's HP's. No matter how many times this is cast, you'll always have Hit Points. Her melee attack does little, if any, damage. Charge Fei's AP Bar up to 28 and unleash his strongest combination attack, and be prepared to restore HPs and EPs.



Rico is Fei's next opponent...

Boss Fight: Rico

HP:

??

EXP:

0

GOLD:

0

Treasure:

None

Attacks:

Steel Body
(Defense Up),
Steel Fist
(Attack Up)

Rico is unbeatable. Fei's attacks fail to cause hardly any damage in Rico's armor. Rico finishes Fei off after just three rounds, even if Fei tries to defend against the attack. He does give Fei an A Rank, and orders the four battlers to take Fei to the

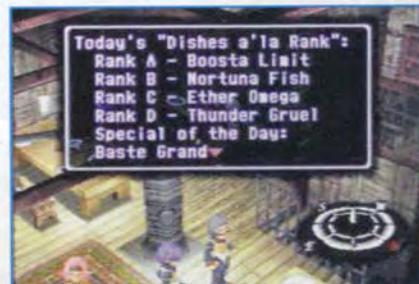
D Block
Doctor's Clinic.

When Fei awakens, a new, unwelcome accessory is around his neck.



Go upstairs to the tavern. If you wish, try the Battlin Steak meal (or one of the others if you didn't quite make A Rank). Speak to a green haired Battler to obtain information about your next destination, a meeting with a supplier named Hammer.

Exit through the door to the west. D Block is fairly big. Why not look around? Ascend to the roof on the ladder to the south. Swing north, and locate the Kislev Sewers entrance.



Pipe Walking

Clearly, you've noticed that man atop the roof just across from the bar. The long, narrow pipe that leads to him begins near the Sewers entrance. Not much comes of it, but practice by walking on long narrow objects, as it will be important later.





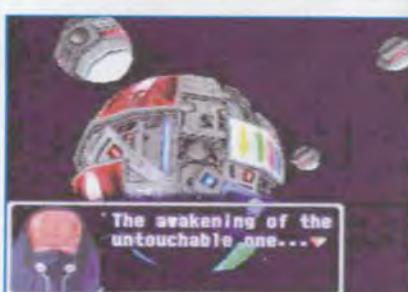
Leave the bar, then go north up two sets of stairs. Follow the street until you reach a guard who won't let you pass. Return to Latina's Bar where Fei meets Rue Cohen from the Imperial Battling Committee. Leave the bar, head north up two sets of stairs, and enter the first building to the west (the other

entrance to the D Block/ Doctor's Clinic). This is right across from the Gear Shop.



collar. (Fei or any of the others in your party can get their weight in the Shower Room from the A-ton Scale.) An eerie event then takes place.

Go back, past the ladder to the south and hop up on the crates stacked there, then climb the **Observation Tower**. Speak with the old man and observe a train. Time to hit **Latina's Bar**. Its neon signs are clearly visible to the southeast from the tower. Once inside, speak to **Hammer**—the Supplier. Speak again to Hammer, and he becomes an items/accessories vendor, with the latest armor for Fei.



Upgrade Citan

It's been awhile since Citan traveled with Fei. Along the way, you may have picked up some terrific new armor that's just sitting idly in your Item menu. Before you forget, re-equip Citan.

Return to the guard north of Latina's Bar, who now lets you pass onto the Nortune City Map. Only the **Imperial Capital C Block Recreation & Battling Arena** can be entered now.

Use the Memory Cube often, as the next step in the adventure calls for lots of return visits here. Hammer has moved his operation here, but at the moment, without an assigned Gear for the Tournament, Fei cannot buy Gear equipment from him.

Action Ahead

The adventure's turn-based combat permits Fei and the other heroes to relax between turns. The upcoming Tournament places Fei in a freewheeling, fast-paced action arena. It's quite a change of pace, but follow the pointers below for help.

Tell Rue Cohen **"You bet!"** Fei and Citan are shocked when they find out that Fei's Gear for the Tournament will be the trusty Weltall.

Tournament Gear Controls

- ❖ **Directional Pad:** Up moves Gear away from screen. Down moves Gear towards the screen. Right and Left moves Gear towards or farther away from the enemy Gear depending on where the enemy Gear is. When close to an enemy, pressing the Right or Left Directional button twice, depending on where the enemy Gear is, causes a quick move backwards.
- ❖ **Attack:** Close combat. Alternating between **X** and **■** buttons allows a chain of attacks up to three in a row. Fourteen combinations are at hand.
- ❖ **■:** Attack (Same as **X**).
- ❖ **▲:** Jump.
- ❖ **R1:** Shoot Ether Bullet.
- ❖ **L1:** Guard.
- ❖ **●:** Dash.
- ❖ **Start:** Pause the battle (if things get too hectic), or give up.

Novice Battlers

First-timers should check out the Tutorial Mode. More importantly, spend time in the Practice Mode. The first several battles are almost impossible to lose.

Select Begin Battle, then **“About Time!”** to enter Fei’s Beginning Battle. (From now on, speak to the Receptionist to enter a battle, or the Informationist for help, both located in the booth.)



Battling Arena Tactics

Try these tactics for quick and decisive victories:

- ❖ Use the R1 long range **Ether Bullet** attack right away to soften up the enemy when the battle starts. Then use the **Ether Bullet** attack to finish off an enemy close to defeat from a distance.
- ❖ Assault the enemy from the rear as much as possible. Press the **●** button to run behind the enemy Gear, and then press the **■** and **X** buttons to use combination attacks.
- ❖ The R1 and **●** button commands (Shoot and Dash), if overused, cause your Gear to overheat. Those attacks are not available again until the overheating is remedied (by time). Try running, not dashing, and the heat gauge will lower.
- ❖ When an enemy goes down from Weltall’s attacks, close in and continue attacking with combos.
- ❖ Jumping easily avoids most opponents’ long-range attacks.
- ❖ Use the terrain. If an enemy is shooting Ether Bullets at Weltall from afar, shield your Gear behind the mountains in the middle of the playing field.
- ❖ Without overheating from dashing, run away and out-of-range of enemy long-range attacks.

During the beginning battle against Leonardo, Weltall overheats, and the battle is lost (Could sabotage be involved?) Fei awakens back in **Cell Block D**. On the way back to the Tournament, the B Block Info. Center now has new Gear equipment. Purchase the great upgrades, and Weltall now has 4300 HPs, 2000 Fuel, and enhanced Attack and Defense statistics.

Back at the arena, Fei is awarded Day 1's battle by forfeit. From now on, Fei's routine is to survive a day's battles and rest up at night. Win the battles to receive money, plus Supervisor B Bonuses.



Tournament Schedule (2 Wins Required Per Enemy)

Opponent(s)	Game Day	Prize Money	Bonus	Qualify
Leonardo	1	None	None	Day 2
Neo Tin Robots	2	300	100	Day 3
Titans	2	500	200	Day 3
W-Shaver	3	750	200	Semi-Finals
Musha	3	1000	300	Semi-Finals

Can You Lose?

Absolutely. If Fei loses two rounds in a row against the same opponent, he's dumped back into the arena office.

Waking on Day 4, Rico, the Battling Champion, shows up at the Clinic and reveals shocking facts about the recent murders in the sewers. Eventually, Rico will join your party to help you solve the Kislev Sewer murders. It's time to put the Tournament on hold and descend into the Kislev Sewers.

Stier

Rico's Gear Stier has a Frame HP 50 equipped. This is the first time in the adventure that this extremely valuable Gear add-on is seen. This frame recovers 50% of a Gear's Hit Points. Other models obtainable later in the game are strengths of 10, 30, 70, and 90.

Kislev Sewers

Level Stats

Suggested Level:

32

Goal:

Solve the murders and return to the Tournament.

Enemies

Armor Wasp
Hobgob
Acid Frog
Lucre Bug
Mullet
Rotten Sod
Batrat

Items

Level One

Kislev Map
Chest to the west

Physisol
Chest to the southeast

Aquasol S
Chest to the east

Level Two

Cool Shades
Chest to the northeast

Poison Guard
Chest to the north

Knight Helm
Chest near waterfall

Zetasol DX
Chest in second part of

2nd level

Mentsol

Chest in second part of
2nd level

Gallant Belt

Chest in second part of
2nd level

Gold Nugget

Chest in second part of
2nd level

Mentsol

Removes MNT Effect

Bell Amulet

Chest in pipe room

Ether Veiler

Chest in pipe room

Gold Nugget

Should sell well

Return to the Kislev Sewer entrance. Fei, Citan, and Rico descend into the sewers.

Level One

Cross the bridge and turn west. Jump over the drainpipe spilling sewage or take a small HP loss. Continue along the path to a dead-end and a treasure chest containing the Kislev Sewer Map. (The white arrow pinpoints your position.)

Kislev Map

This map provides the outlay of the two Kislev Sewer levels. You can view the map by pressing the Select button. The two levels contain lots of interesting items. If Fei and the others are having no difficulties surviving fights, seek out the various items and build up your characters' levels along the way. If not, take the most direct route.

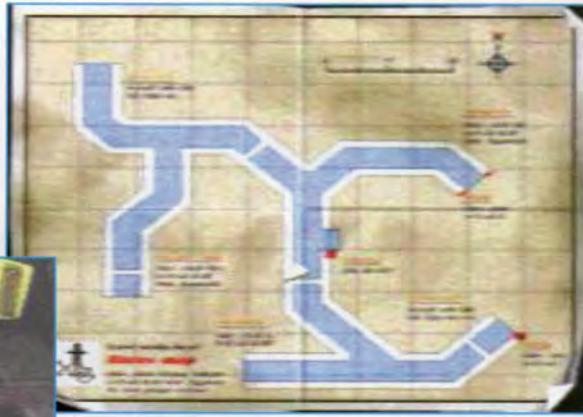


Head back to the east, and then cross south over the first bridge you see. Follow the path east until you find a mess of green goo and blood on the wall. Now travel west to the area where you found the map and climb down the ladder to descend to the first half of Level Two.

Kislev Sewers

Level Two (first half)

Head south from the ladder and follow the path to the second bridge. Cross over and head southwest to find the second murder site. Return to the ladder and cross west over the bridge. Head north past the two fans on a bridge. (Watch those blades!) Cross west over the second bridge to a Memory Cube and head north.



Rotten Sods, Mullets, and Batrats

Seek out these foes. When you defeat them, you'll earn thousands of experience points.

Follow the path to the Catless Rat Remover robot. Inspect it twice to obtain the **Sewer Keys**, which were Vargas' pass keys to the Sewage Treatment Plant. Return south to the Memory Cube, cross east over the bridge, and go north. Follow the path and cross northeast over the first bridge. Continue walking southeast until you reach a door that leads to the second half of Level Two.



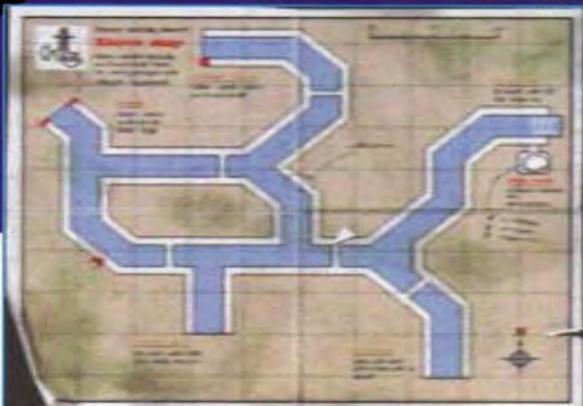
Level Two (second half)

Follow the path and cross east over the second bridge. Head south to find Gramps, a green mutant, and ask it for clues.



Aftermath

You'll have numerous combats in these sewers. At almost every step the party is attacked. Because these enemies hit very hard for substantial damage, always heal up with Omegasols when an encounter ends.



ump over Gramps, cross south over the bridge, and then turn east. Follow the path to the southeast and cross northeast over the next bridge. Follow the path north until you reach a red door, and enter it using the **Sewer Keys** that you obtained from the Catless Rat remover robot. Once inside this pipe room, open the chest to receive the **Bell Amulet**, an item capable of luring the sewer monster.

return to Gramps and he'll tell you where to ring the bell. Head north to the clogged drainpipe before the sun. Press the **X** button at the drainpipe to make Fei ring the Bell Amulet.



Boss Fight: Redrum

HP:

4242

EXP:

52,425

GOLD:

500

Attacks:

Gel (Confusion), Bloody Rain (Fire on All), Murder (Steal All HPs), Poison

Treasure:

None

Get ready for a long fight, for Redrum has powerful attacks. Murder completely defeats a single hero, and Bloody Rain hits all party members for 100 points of damage. If you found and equipped the **Cool Shades** and **Poison Guard** in the Sewers, Redrum's Gel and Poison offensives will be blocked. Don't hesitate to use **Mentsol** to remove any Confusion effects and **Physisol** to get rid of any Poison effects. Have everyone use their special abilities; anything that boosts your attack or defense rating or that blocks fire attacks. Use lots of Deathblow combos, but try to build up the AP Bar for Fei and Citan, so you can unleash two one thousand point plus combos in a row. Also, use **Zetasol** to revive anyone killed by Redrum's Murder attack. The reward for winning this battle is a staggering amount of Experience Points.



Buffed

This area has been a real boon to the party. Everyone should have gained levels, skills, and abilities. The battle against Redrum (murder spelled backwards) surely raised everyone a level.

Back in Nortune

Level Stats

Suggested Level:

33

Goal:

Win the Tournament.

Enemies

None

Items

None

Return to the D Block Clinic to speak to Rico. After resting overnight in the Clinic, save at the Memory Cube. It's now time to return to the Tournament. Hammer's shop is still there, but his Gear equipment has not changed.

Post-Battle Blues

If Fei was wounded from the battle with Redrum, be sure to heal up HPs and Ether Points before setting out.

Head back to the Battling Arena, where you must fight three more battles to reach The Final's League, which isn't all that easy.

Tournament Schedule (2 Wins Required Per Enemy)

Opponent	Game Day	Prize Money	Bonus	Qualify
Hatamoto	4	1500G	400G	Next Semi-Final
Fire Wheel	4	2000G	500G	Next Semi-Final
Silver Star	4	2500G	800G	The Finals League against Rico



Boss Fight: Wiseman

HP:	??
EXP:	0
GOLD:	0
Treasure:	??
Attacks:	None

This battle's not difficult, but because of Wiseman's high evade rate, it's best to just power up your AP Bar to 28, and then unleash powerful combination attacks on him. Even if you lose, Fei revives in time to discover that it was Wiseman who placed him with Chief Lee at Lahan. Fei's father's name was Khan Wong, and his now-deceased mother's was Karen.



Tournament Schedule (3 out of 5 Wins Required vs. Rico in Stier)

Opponent	Game Day	Prize Money	Bonus	Qualify
Rico	5	None	None	Tournament Champion

If you don't succeed, try, try again. No matter how often you lose to Stier, Rico gives Fei another chance. In the end, defeat Stier three out of five rounds to emerge victorious. Long live the new Battling Champion, Fei!



Meanwhile, in Solaris

Elly's escort mission is taken over by a new villain, Dominia. Dominia overrules Elly and plans to undertake a major strike against Kislev.



Nortune (Kislev Imperial Capital)

Level Stats

Suggested Level:
33

Goal:

Look for the missing Gears.

Enemies

Outside Nortune

Hobgob
Pecking Duck

Items

Central District (Kislev's Kaiser Government)

A BLOCK

Tool Guy

Aquasol	20G
Rosesol	100G
Zetasol	100G
Physisol	10G
Mentsol	20G
Omegasol	50G
Survival Tent	150G

Armor/Accessories Shop

Metal Jacket	550G
Metal Helmet	200G
Poison Guard	1500G
Sleep Guard	1500G
Brain Guard	1500G
Guardian Ring	2000G

Central District (Kislev's Kaiser Government)

Insulated Armor

In the basement (Cargo Bay)

Power Magic

Found in the basement (Cargo Bay). (Must move the crane around the crates.)

Knight Mail

In a chest once you first meet Sigmund.

Memento Locket

Search the mirror in Sigmund's room when Rico rejoins your party.

D Block 2000G

After the meeting in the "Champ's" room



District Kislev's Kaiser Govt., and the Imperial Capital A Block West, Front, and North gates. You can even step out of town onto the World Map.

Enter the A Block from any of the three gates, and explore.

A Block Tourist Sites

Barracks

Big Joe's 5,000G Surprise

Tool Guy

Armor/Accessories Shop





Look for a woman standing next to an open door. Go up the stairs to the roof. Walk southwest to the opening in the railing and jump into the wooden barrel over the side.



Once you land, leave the bathroom and speak with the woman, who turns out to be the previous doctor from D Block. Use the Memory Cube in the next room. Obtain the secret knock to return here (2-1-2). Exit from any of the gates and go to the Central District—Kislev's Kaiser Govt., in the center.



Walk forward into the elevator. After exiting the elevator, head west and go up the stairs through the door. Once inside, speak with Kaiser Sigmund. Rico will then appear and quickly flee. Fei and Citan will enter another room and rejoin forces with Rico, but on leaving the room, Rico is arrested and taken away.



Exit this capital building. Then head back to A Block to meet up with Hammer. Your party members and Hammer meet the old D Block doctor. After the meeting, return to D Block and agree to rescue Rico, for 2000 GP.

Next, head into the bedroom with a Memory Cube. Face the right side of the bed and rest. At night, return to the Clinic. Ascend the same ladder that, earlier, took you to the Kislev Sewer entrance and the Observation Tower.

Gear Dock Raid (Nortune—Kislev Imperial Capital)

Level Stats

Suggested Level:
34

Goal:
Rescue Rico and locate the Gears.

Enemies

Batrat
Hobgob
Mechanic
Swordsman

Items

Dungeon after Train Ride

Master Key

Inside cabinet in guard room

Frame HP30

Inside cabinet in guard room

MiniGear

Must fight four
Swordsmen to obtain it

Survival Tent

In chest beside stairs

Automated Gear Shop
(Speak with Robot in Gear Hangar)

Fuel

Engine

V10-2000	2000G
V12-2000	2600G

Frame

WELT-04300	3200G
WELT-05100	4400G
VIER-04000	2900G
HEIM-05400	4600G
HEIM-06400	4900G
STIE-06900	5600G

Armor

MS 12	2500G
MS 15	3500G

Weapons

Hot RodG	4200G
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Parts

Extra Ar+ 1	50G
Extra Ar+ 2	75G
Extra Ar+ 3	100G
Resp Circuit	2500G
Def Circuit	2500G
Frame HP 10	250G

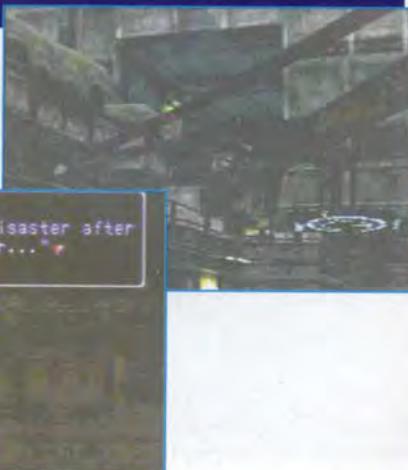


Once you're on the roof, climb up onto the crates to reach the Observation Tower. Speak with the Amazoness. Jump onto the train when it comes through on the tracks below.

Where to Launch the Jump

Only two launch sites will give Fei any chance of successfully jumping onto the moving train. The top crate leading to the platform's ladder is one site. Unhappily, this jump site is reached only after a mad dash from the Amazoness' location on the platform, down a ladder, and onto the top crate. If you don't hit it right, the train will be long gone. The easiest way is to launch from the edge of the platform right next to the Amazoness. This position gives you plenty of time to set up a Big Jump.

Once you're on the train, follow Citan's instructions and jump onto the cars ahead. Land in the engineer's cab and you'll automatically exit the train.



You'll emerge in a room with a Memory Cube. The eastern door requires a key, so go through the other door to the south. As you try to exit, you'll hide as Citan hears someone coming. Once the guards leave, jump up onto the crates and climb into the air duct at the top.

Happy Days Are Here Again

Missed all that combat? Well, your rest is over! Fight with different button combinations so that new Skills will be earned.



Follow the path south, ignoring the side paths. The door at the end of the path leads to a room with crates and a locked door. Notice the air duct high up to the west. Push the lone crate next to the other crates, and you can easily jump up and climb into the air duct.

Once you're back in the air ducts, follow the pathway down and pass the first branch to the north. Follow the ducts to the south and then east through a door. Inside, two Guards discuss a **Master Key**. After they leave, inspect the cabinet to receive the **Master Key**. Citan also finds a **Frame HP30**, the first chance to equip this restorer of Gear Hit Points. (Of course, it won't be useful until he and Fei find their Gears.)

Sneak a Peek

Hit the **X** button while standing over a blue grate and you'll get the chance to snoop on the people below.



Instead of heading back into the air ducts, follow the guards out the front door. Then follow the halls back to the room with the Memory Cube and the locked door. Search the control panel next to the southeast door, then go through the door. Follow the corridor down the stairs,

and through the door. (Don't miss the chest behind the stairs!) You'll reach a huge Gear Hangar. Each Gear stands in a paddock with flashing control panels.

Advance to the hangar's other side and use the Memory Cube. Go to the last paddock on the east side and examine the control panel twice to have Weltall appear. (If you've been peeking through grates you saw this happen earlier.) Walk up to Weltall and press the **X** button to enter it. Once inside, exit the Gear Paddock. Go to the other side where you'll find three empty elevators and a robot. Speak with the robot to access an automated Gear Shop.



Gear Up

The Gear Shop is outstanding. A new frame gives Weltall over 5,000 HPs. The Frame HP10 will replenish Gear HPs, but at a cost in Fuel consumption. Some "serious" Boss struggles are about to happen, so equip the recent purchases.

Next, enter any of the elevators. At the top, prepare for the Gebler attack on Nortune.

Gebler Attack on Nortune

Level Stats

Suggested Level:
34

Goal:
Rescue Rico and locate the Gears.

Enemies

Rankar R
Aegisknight R
Swordknight R
Clawknight R
Wandknight R
Dominia

Items

None

Deja Vu

Six bosses are next, five of whom Fei has fought and defeated previously. There's not much to their attacks or defense, so Fei should have no trouble defeating them again. The sixth Boss is Dominia.

Boss Fight: Rankar R

HP:

800

EXP:

946

GOLD:

0

Treasure:

Scales

Attacks:

Tail Sweep,
Slow Tail
Thump

This is a very easy battle. Just use your strongest normal attacks and your Attack Level 1 attacks as they become available every other turn.



Boss Fight: Aegisknight R

HP:

1600

EXP:

5570

GOLD:

2000

Attacks:

Pile Driver

Treasure:

None

This isn't a difficult fight. With lots of upcoming battles to follow, conserve Fuel by limiting your attacks to Level 1 only.



Boss Fight: Swordknight R

HP:

1800

EXP:

5570

GOLD:

2000

Attacks:

Multiple Sword Attacks

Treasure:

None

Again, this Boss isn't very difficult, however, it can cause some serious damage so don't worry about conserving Fuel. Use **Booster** and your most powerful regular attacks along with your Attack Level combos (when they become available) to defeat it as quickly as possible. Equip and use a **Frame HP10** to restore Weltall's HP, if necessary.



Boss Fight: Clawknight R

HP:

1700

EXP:

5570

GOLD:

2000

Attacks:

Multiple Claw Attacks

Treasure:

Beam Coat

Clawknight causes some serious damage, so again don't worry about conserving Fuel during the battle. Employ **Booster** and use your most powerful regular attacks along with your higher Attack Level combos to defeat it.



Boss Fight: Wandknight R (x2)

HP:

1800

EXP:

5570

GOLD:

2000

Attacks:

Multiple Beam Gun, Power Beam Attacks

Treasure:

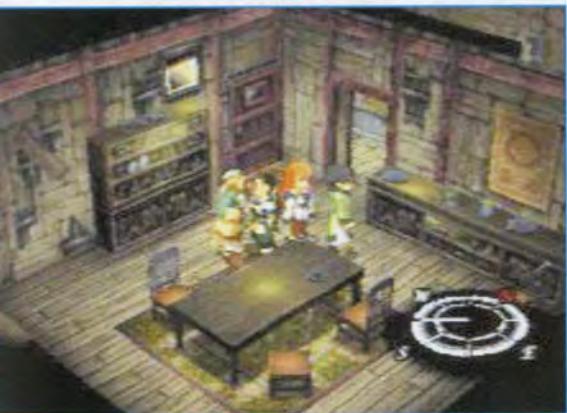
None

This battle is fairly easy because Rico joins you for the fight. As long as Weltall has at least 1,000 HP, you shouldn't have any difficulty. Use your most powerful regular attacks along with your Attack Level combos (when they become available) to defeat the enemy. You can also equip **Beam Coats** on your Gears to reduce the amount of damage that you receive from the Wandknights.

Boss Fight: Dominia

HP:	7500
EXP:	48,106
GOLD:	2000
Treasure:	HP Drive
Attacks:	HP Drive, Aerod Attack, Super Aerod Attack

Increase your attack turns by using **Booster**. The “Ship-Bomb Hecht” and Dominia throw an **Aerod Beam** attack that can cause 400 Hit Points of damage to Weltall and nearly 100 to Stier. When the Hecht mounts a large cannon in front of Dominia, try to destroy Dominia, or the large cannon will eventually unleash its **Super Aerod** attack, causing about 1000 to 1500 Hit Points of damage to each of your party members. The large cannon is difficult to destroy, so it's better to concentrate your most powerful regular and elevated Attack Level combos on Dominia. Also, use **Beam Coats** for defensive protection and also use **Frame HPs** to restore Gear HPs. When Dominia goes down, so does the Hecht.



Your next step takes you to the **Goliath Factory**, located north of Nortune, where a massive Imperial (Solarian) Gear the size of a city is being built. From where you appear in Nortune A Block, head southeast of the Doctor's house to find three guards blocking the exit. Select the option “**Try to Break through**” and Rico bursts onto the scene, and eliminates the guards. Leave A Block and go onto the Town Map. With now more than three characters in your party, say hello to Big Joe on the Town Map just southeast of A Block. He'll tell you how to switch party members.

Big Joe's Regret

Big Joe urges Fei to re-enter the area where he swindled Fei out of 5000G earlier. Return there and find an **M Disk**. Take the M Disk back to the Wildcat Bar and use it on the jukebox to hear some of the themes from Xenogears. Big Joe will only offer you the M Disk if you spoke to him earlier in A Block and he took 5000G from you.

Move onto the Town Map, and then exit to appear on the World Map.

Goliath Factory

Level Stats

Suggested Level:
36

Goal:
Advance to the Goliath.

Enemies

(Outside)

Dwarf
Forest Elf
Hobgob
Rain Frog
Rhino
Pecking Duck

(Inside)

Harquebus MK10
Hatamoto MK3
Mechanic
NeoMusha MK100
Shinobi MK0

Items

Gold Nugget

Chest in 2nd hall

02 Cylinder

Chest in 3rd hall

Extra Ar +3

Chest in conveyer belt control room
(exit Gears)

Gold Nugget

Switches in Memory Cube room

Mica

Switches in Memory Cube room

Hammer's Gear Shop

Fuel

Engine

V10-2000	2000G
V12-2000	2600G

Frame

WELT-04300	3200G
WELT-05100	4400G
VIER-04000	2900G
HEIM-05400	4600G
HEIM-06400	4900G
STIE-06900	5600G

Armor

MS 12	2500G
MS 15	3500G

Weapons

Hod RodG	4200G
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Parts

Extra Ar+ 1	50G
Extra Ar+ 2	75G
Extra Ar+ 3	100G
Resp Circuit	2500G
Def Circuit	2500G
Frame HP10	250G



Elly in Battle

Elly has less than 200 HPs, and no skills yet. Vierge, her Gear, has but 1500 HPs. Pay special attention to her strength during battles until she boosts a few levels. She does have terrific skills, but no abilities; however, she earns more very quickly. Some of her unique abilities have the power to hit multiple enemies at once. Spend some time outside without your Gears to build up her DeathBlows and to boost everyone's levels as well.

Outside Nortune, rotate the view to locate a river. Follow the river east to the forest and pass through it in character form, not in your Gears. Once you've crossed the forest, change back into your Gears to whomp some enemies. Proceed west along the river, bridge the gap between the mountains, and then head to the northwest to a gray structure, the **Goliath Factory**. Once inside, head to the west and then take the first path north. Follow the pathway until you find Hammer, who is in a Gear.



Buy some Gear parts from Hammer or change party members. Even Rico's Gear, Stier, can be upgraded, although Rico's not in the current party.

Gear Up

Elly's Gear, Vierge, is in need of serious upgrading. Buying a better Frame more than doubles Vierge's HP to 4000. Heimdal, Citan's Gear, can be completely overhauled and improved. Stier can get a better Frame, boosting it to almost 7000 HPs. (Always refuel to the maximum after upgrading a Frame.)

beyond Hammer at the path's end, open the double doors. Go north to fight three arquebus MK10s.



Where Is Everybody?

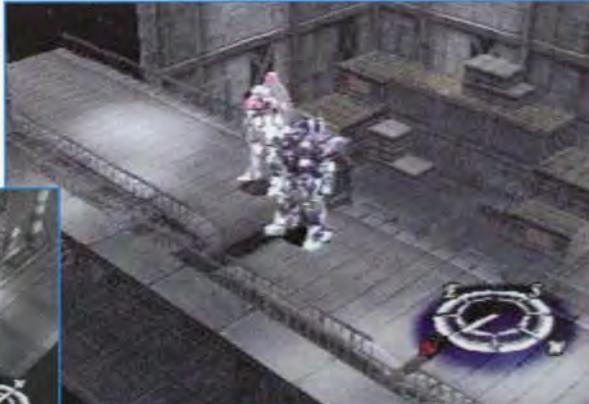
When Fei's contingent moves through some indoor areas of Ignas (like the Yggdrasil's massive Gear Hangar), the wide-angle, third-person viewpoint makes it difficult to locate the party on-screen at times. Rotate the view to find our heroes.

Many for the Price of One

In the Goliath Factory, up to six enemies can attack the party at any one time. Cast Elly's multiple target spells to eliminate most of the enemies, leaving Fei and Citan to clean up the mess.

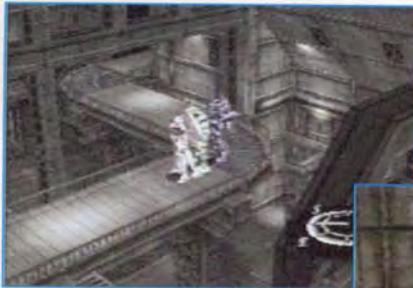
Follow the hallway and take the first pathway south to find a Memory Cube. When you reach T-Intersection, turn east and grab the chest, then head west through the double doors. Head north and you'll fight two sets of enemies.

Heimdal's Attack
level 1 does the trick.) At the end of the room to the west, board an elevator going up. At the top, ride the conveyor belt west into the next area.



Mechanics & Gears

Be on the lookout for enemies called Mechanics paired with enemy Gears. Mechanics can repair their comrades and even your party's Gears. Eliminate any companion Gears but don't attack the Mechanics. Simply keep charging your Gears and the Mechanics will randomly restore your Gears' HP. This process will cause a longer battle than usual, but it's worth it.



Jump down to the floor and toggle the switch on the east wall to change the conveyor belt's direction. Go to the west elevator and take it up by activating the control panel with the flashing blue light. Face it and press the **X** button to ride back up to the conveyor belt. Ride the conveyor belt east into the previous room and then into the next area.



Jump off the belt and face the west wall. Throw the large blue switch located next to the elevators to change the direction of the second conveyor belt.

Ride the second conveyor belt south through a large warehouse into the next area. Activate the flashing blue switch on the south wall next to the Memory Cube. Go east from the Memory Cube and hop back up onto the conveyor belt. Ride the conveyor belt to the east into the next area. Proceed south and then head to the west to confront a Boss.

Curiosity Pays

Check out the two blue switches on the north wall of the Memory Cube room. Mess with the left switch to earn a couple of free items.

Boss Fight: Fis-6

HP:

6800

EXP:

67,284

GOLD:

15,000

Treasure:

Ground

Attacks:

Shift Up,
(Fis-6),
Wrench
(Mechanics)

Start off this battle using **Booster** on all three of your Gears. This will give them an early attack turn advantage. Use **X** button attacks until your Gears build up to Attack Level 3, and then let Fis-6 have it. It shouldn't take long to destroy this Boss. Fis-6 casts an awesome spell (Shift Up) that increases its Speed, Defense, and Attack; however, if you're using Booster this won't make much of a difference. One major attack from Fis-6 causes around 550 Hit Points of damage to a single party member. Also, don't use the **▲** button attack, which Fis-6 often blocks (unless, however, it's part of a combo). Unless you've spent time building up Elly (which you should have done by now) her melee attacks cause almost no damage, and her Attack Level stays at 0.

When you inflict enough damage, the Boss will overheat and Mechanics will appear and restore 500 HPs to Fis-6. Wipe out the Mechanics so that the Boss can't get repaired. The Mechanics will even throw wrenches at the party, causing 100 Hit Points of damage. It is also possible to defeat Fis-6 before the Mechanics arrive to restore its HPs.

Goliath Destroyed

Level Stats

Suggested Level:

38

Goal:

Destroy the Goliath, and board the Floating City of Thames.

Enemies

None

Walk west up the ramp to board the Goliath at the control room, which has a Memory Cube. Speak with Elly, Hammer, and Rico and then speak with Citan. Select the option, "Yeah, let's go" and the Goliath will take off. Grahf then appears and then depending on how the battle unfolds, he'll either wipe out your party or he'll fall from the aircraft as Citan live-bombs the Goliath. Once you have control of Fei again, speak with Citan.



Bart, on the newly named Yggdrasil II, shoots down the Goliath aircraft with a Bart Missile.

Items

Gear Shop (Yggdrasil)

Fuel

Engine

V15-2000	3000G
V18-2000	4000G

Frame

WELT-05100	4400G
WELT-06100	4700G
VIER-04800	3900G
VIER-05800	4100G
HEIM-05400	4600G
HEIM-06400	4900G
BRIG-05400	4600G
BRIG-06400	4800G
RENM-07200	6000G

Armor

Z Alloy 20/5	5000G
XMS 25	6500G

Weapons

G-M10A Ammo	100G
G-M686A Ammo	200G
G-GG040 Ammo	100G

Parts

Extra Ar+4	150G
Resp Circuit	150G
Lite Ar +1	150G
A Circuit	250G
D Circuit	250G
E Circuit	250G
Beam Jammer	1000G
Ground	1250G
Frame HP10	250G
Frame HP30	750G
Frame HP50	1250G





When Elly emerges on some ocean debris, jump east over the gap and search the rust-colored square hatch. After doing so, Fei pops out.



The scene shifts to Citan, Rico, and Hammer on the Yggdrasil II. With Citan and Rico, head to the Bridge, and speak with Bart. The scene shifts back to Fei and Elly as they witness the flying city of Shevat float by overhead.



While controlling Bart, head down to the Gear Hangar's Gear Shop to speak with Citan. The Gear Shop has some new upgrades, so shop for everyone. Afterward, leave the Gear Shop and go to the other side of the Hangar to Rico's Gear, Stier. After approaching the Gear Paddock from the back, Rico rejoins the party!

The scene then shifts to Fei and Elly, still afloat on the ocean.

Floating City of Thames

Suggested Level:
38

Goal:
Survive tough Boss encounters, and get to the Ethos Headquarters.

Enemies

None

Items

Lunar Rod
Bobbing chest in Supply Entrance

Serpent GWhip
Caged chest in Supply Entrance

D Circuit
Boxed-in chest in lower Supply Entrance

Mica
Moving chest in Supply Entrance

Mentsol
Boy on drink dispenser in Beer Hall

Item Shop

Aquasol	20G
Aquasol S	100G
Rosesol	100G
Rosesol S	300G
Zetasol	100G
Physisol	10G
Mentsol	20G
Physimentsol	50G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G
Igissol	2000G
Aegisol	2000G
Omegasol	50G
Survival Tent	150G

Weapons/ Accessories

Marshal Rod	1000G
Serpent Sting	1200G
B&JM10A Ammo	20G
ShotG50 Ammo	30G
Penguin Coat	1000G
Dervish Dress	1400G
Wind Ring	5000G
Earth Ring	5000G
Fire Ring	5000G
Water Ring	5000G

Weapons

G-M10A Ammo	100G
G-M686A Ammo	200G
G-GG040 Ammo	100G

Gear Shop

Fuel Engine

V15-2000	3000G
V18-2000	4000G

Frame

WELT-05100	4400G
WELT-06100	4700G

VIER-04800	3900G
VIER-05800	4100G

HEIM-05400	4600G
HEIM-06400	4900G

BRIG-05400	4600G
BRIG-06400	4800G

RENM-07200	6000G
Z Alloy 20/5	5000G

Armor

XMS 25	6500G
Z Alloy 20/5	5000G

Parts

Extra Ar+4	150G	A Circuit	250G
Resp Circuit	150G	D Circuit	250G
Lite Ar +1	250G	E Circuit	250G
		Beam Jammer	1000G
		Ground	1250G

Frame HP10	250G
Frame HP30	750G

Frame HP50	1250G
Z Alloy 20/5	5000G

Inn
Doctor's Office

After Fei and Elly get rescued by the Floating City of Thames, they appear in the Armor Ground. Speak to everyone and take advantage of the new weapons available in the Weapons Shop and the Item Shop. Save at the Memory Cube, and then exit to the Town Map to thank the Captain.



Robot Rebuke

Ever been scolded by a sentry robot? If you keep popping onto the Thames' deck, seemingly without a clue as to what's next, one of the sentries will ask if you need help!

Card Game

There's a card game you can play in Thames. Three people in town will challenge you, but you must play them in a specific order. You'll receive a special item for each one you defeat.

The first player is a small boy found in the northwest corner of the Supply Entrance. This character teaches you the game and is easy to defeat. You'll receive a pair of **Super Goggles** when you win.

The second player is a man in the southern corner of the Beer Hall. Defeat him and you'll receive a pair of **Premier Shoes**.

Your greatest challenge is Queenie. You can find her standing on some crates in the Armor Ground area. Defeat her once to receive a **Deathblower I**. After that, you'll receive a random item each time you defeat her.

Enter the "Screw Elevator." (The Supply Entrance area contains an excellent Gear Shop with **Extra Ar +4**, some treasure, and a card game of chance.) Take the Screw Elevator to Floor 4F (Bridge), and speak with the Captain.

Screw Elevator Control Panel

The view inside the Screw Elevator is partially obstructed. To access the control panel and select a destination, rotate the view and then face the elevator door and press the **X** button.

After the Captain leaves, go to Floor 3F (Beer Hall). Once there, speak with the Captain again.

Tricky Chests

There are four hard to reach chests in the Supply Entrance. If you find it too difficult to obtain them, here is a little help.

The boxed-in chest in the lower section of the Supply Entrance is easy to get. There's a control room just above the chest that has a space between the railings. Step through the space and you'll land right on top of a crate. Jump down to reach the chest.

The caged-in chest is also easy. Simply use the crates next to the cage to hop over the chain link fence. Use the same trick to get out.

The bobbing chest is a little tougher. At the top of the stairs, you'll find a giant knife on its side. Use it as a plank and walk across to a box. Follow the path across several "planks" to reach the bobbing chest.

There's an easy way to get the moving chest. Jump on the drunk's head, who's standing near the moving chest. If you talk to him he runs away, so you may need to leave and come back. When the drunk is standing closest to the chest's path, you can hop off his head and hit the bottom of the platform the chest is riding on. This knocks the chest to the floor.

Follow the Captain back to the Bridge (4F). In the Screw Elevator, select the Deck (B1). Climb into your Gears and take off.



Boss Fight: Dominia (Haishao)

HP:

5000

EXP:

0

GOLD:

0

Treasure:

None

Attacks:

Electric
Arm

This Boss can hit your entire party with a water attack that causes close to 1000 Hit Points of damage. Use your most powerful attacks and your Attack

Level combos as they become available. The Yggdrasil II will quickly appear and drop depth charges on Dominia, ending the battle for now. As Dominia leaves, she does a despicable act.

After the battle, the Yggdrasil II docks with the Thames. Follow the gang plank into the Screw Elevator.



What's Up with Bart?

Bart now commands a new ship (basically a submarine) named the Yggdrasil II, which can cross the Ignas seas. Bart also needs to be upgraded in both personal and Gear equipment.

Leave the bridge, and then climb up the ladder onto the deck of the Yggdrasil II. Follow the gangplank to the Screw Elevator, and go to Floor 3F (Beer Hall). Once there, you'll automatically speak with the Captain and Bart.



Sigurd asks Fei to summon Bart. Then, to everyone's surprise, Elly returns. With Bart in tow, return to the Yggdrasil II and head for the Gun Room. Go down the spiral staircase to the lower level, and walk north to enter the Engine Room. Fei and Bart are taken aback at Elly's actions.

Speak to Citan, then Bart, and then Citan again. Exit the Gun Room, but save your game first!



Prepping for Battle

This is your last opportunity before two tough upcoming Boss fights that you can purchase new Gear equipment or upgrades, particularly for Bart's Brigandier. There's no chance to repair your Gears after winning the first fight, so all the Gears' damage remains. If you use a lot of Fuel during the fight, the only way to restore it during battle is to use the **Charge** command. Note that the second Boss has major attacks that use wind and electricity. Take this time to equip the Gears with Parts that block or reduce damage from these types of attacks.

Big Joe Again

If you interrupt Big Joe and his lady friend on deck, you'll be challenged to the Xeno card game. Defeat Big Joe to win a **Long Dark Coat**.

When you're ready, go to the Gear Shop and refuel your Gears as they still retain the damage inflicted from your last Boss fight against Dominia. Next, save your game in the Gun Room and then head for the Sick Bay and speak with Elly. You'll then get a chance to equip your Gears for a second fight against Dominia, and automatically enter the battle.

Boss Fight: Dominia (Bladegash)

HP:

3000

EXP:

22,428

GOLD:

3000

Treasure:

STR Drive

Attacks:

Wind
Sword,
Water
Sword, Fire
Sword,
Earth
Sword

It's almost impossible to have sufficient elemental protection against Dominia, because her sword unleashes all four elemental attacks causing around 500 Hit Points of damage to a single party member. Dominia is agile and takes more turns than the party. To counter this, use **Booster**.

Use your less powerful ▲ button attacks, as your stronger attacks do very little damage to her. Use your Attack Level combos as they become available every other turn. Brigandier's **Beat Serpent** combo causes almost 800 Hit Points of damage, along with Weltall's **Reppu** combo. Try to conserve Fuel and restore HPs, because there's no chance to heal before the next fight, which is much tougher. It's possible to cancel Dominia's elemental sword attacks by having Elly counter with an Ether Machine attack. Remember that Earth cancels Wind and Fire cancels Water, and vice versa.



Boss Fight: Ramsus (Haishao) and Miang (Miang's Gear)

HP:

4500

EXP:

19,500

GOLD:

15,000

Treasure:

None

Attacks:

Electric Arm,
Counter
Nereid
Cyclone,
Mirror (Predict
and Counter)

Miang, as usual, heals Ramsus, this time for about 750 HPs. This is a tough battle because you can't eliminate Miang; you must attack Ramsus alone. His multiple target attacks cause close to 1500 Hit Points of damage spread between all of your party members or to just a single party member. At a certain point in the battle when you attack Ramsus, he'll counterattack with the **Nereid Cyclone**, a water attack, which causes roughly 1200 Hit Points of damage to the entire party. You'll be warned of this attack when the screen shows, "Mirror Predict/Counter."

Booster is a must in this battle. After Ramsus casts the Nereid Cyclone attack, don't attack him! Just **Charge** or use **Frame HPs** to restore Gear HPs. When Ramsus casts the Nereid Cyclone attack unprovoked, this is a signal that you may resume attacking him again.

After inflicting Ramsus with about 3000 Hit Points of damage, he takes down Weltall. At this point, Elly comes to the rescue.



Fei sustains some serious injuries in the battle. Have Bart and Elly take the Screw Elevator to the vessel's Deck and enter Armor Ground. Margie's there, plus you meet Jessie, his daughter Primera, and son Billy, an Ethos Etone. Now head for the Yggdrasil II's Bridge.

Note

Prior to taking control of the Yggdrasil II, visit the Gear Shop to restore your Gears' HP and Fuel as they still retain the damage suffered from your encounter with Ramsus and Miang.



Ask Sigurd for the ship's controls. Head north of Thames toward the yellow dot on the World Map, or consult the latest ship's chart.



Yggdrasil II Controls

- ❖ L1 and R1 rotate the view
- ❖ Up moves ship forward
- ❖ Down turns ship around, and moves forward
- ❖ Left turns ship to the left, and moves forward
- ❖ Right turns ship to the right, and moves forward
- ❖ ● Disembarks the party at a beach
- ❖ X Reboards the party from a beach
- ❖ ■ Displays the Bridge
- ❖ Speak with Sigurd to regain control of the vessel.

When you can see the Ethos H.Q., veer to the west around the tip of the island, then go north to a beach to land and disembark. Walk up to enter the Ethos H.Q.

Ethos H.Q.

Level Stats

Suggested Level:
40

Goal:
Find health care for Fei.

Enemies

(At Sea):
Airwalk
Breaker
Griffon

(On Land):
Planter
Wels
Etone

Items

None



Follow Billy, and when he stops, talk to him. You'll learn that Fei is recovering in the Sick Bay. Elly remains behind with Fei, while Bart and Citan explore the building.



After speaking with the people in the Library, Elly rejoins the party. The news on Fei is excellent, so return to the Sick Bay. It's time to thank Billy, but he's already left for the Orphanage. In a flash, the party's back on the Yggdrasil II, but Fei is in no shape to fight.



Orphanage

Level Stats

Suggested Level:
40

Goal:
Thank Billy for helping Fei.

Enemies

(At Sea)
Griffon
Rapid Fire
Death Scythe
Airwalk
(Outside)
Planter
Wels
Etone
Ripper
Lil' Allemande
Mammoth

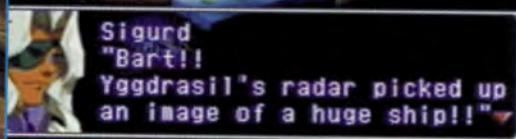
Items

Ethos Doctrine Book (Book 3)
Fun Picture Book (Book 1)
Old Comic Book (Book 2)
Tag Badge

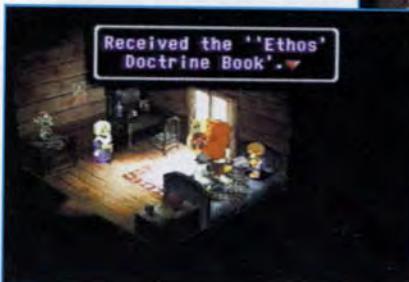


Steer the ship southeast from Ethos H.Q., directly to a yellow site marker located in the southwest portion of the World Map. Look for a house with a red roof and a spinning windmill on a small island.

Enter the Orphanage and speak with Billy. You'll learn some new information from Sigurd and Jessie. If Citan is with the party, he leaves and Rico returns. Upgrade Rico with some new weapons, armor, and accessories if he's been away a while. Before leaving this room, climb the ladder to a wooden catwalk. Talk to the child there to receive the **Fun Picture Book (Book 1)**.



Go through the next door in the Orphanage into a room with some bunk beds. Inside this room are two doors to the east and one to the north: the first door east leads to Primera's room, the other to the bathroom. In Primera's room, trade the **Bell Amulet** to the boy for the **Ethos Doctrine Book (Book 3)**.



Back in the bedroom, check the bathroom door. A child will give you the **Old Comic Book (Book 2)**. You can try to flush the toilet if you like, but make sure you lift the lid before you go.

Chicken Fever

In the chicken coop, agree to help the keeper round up the three chickens running loose. Pressing the **X** button next to a chicken makes it turn and face you. Walk towards the chicken coop, and the chicken will follow. After a while, it will stop, so you'll need to keep calling it by pressing the **X** button until you reach the coop. Once you have gathered all of the chickens in the coop, the keeper will give you the Tag Badge.



Go back into the Orphanage and go through the door into the room with the bunk beds. Go through the door to the north, walk up to the green bookcase, and press the **X** button to make Billy appear. Bishop Stone arrives and wants Billy to do away with the troublesome Reapers that have been plaguing the area. Back on the Yggdrasil, go to the **Gun Room** (the bar area). After speaking with Sigurd and Jessie, Sigurd then breaks up the party. You'll appear in the Rest Area of the Yggdrasil II.



Return to the Gun Room again, and talk to Citan and Billy at the conference table. After Billy's moving story, he joins the party. Now create a party of three, which must include Billy (Fei cannot be selected). Immediately check Billy's equipment to see if you have any upgrades in your inventory.



Reaper's Ship

Level Stats

Suggested Level:

42

Goal:

Eliminate the Reapers and the Wels.

Enemies

Abandon
Wels
Shellbelle

Items

B&JM10S Ammo

Chest in meat locker

Survival Tent

Chest in meat locker

Penguin Coat

Chest in first room

Cabin Key

Bag in small hall

Silver Beret

Chest in small hall

ShotG60 Ammo

Chest in small hall



Climb the ladder to the deck of the Yggdrasil II and agree to board the **Transport Ship**. Once aboard, halfway up the room (north), there's a switch along the east wall that turns on the lights and unlocks the **A Door** at the far end of the room. Head north and knock the crates out of the way by jumping into them. Go east and activate the switch on the wall. Climb the ladder at the end of the room to emerge outside on top of the Reaper's Ship. If you go through the north door at the end of the room, you'll find a Memory Cube.

When you reach the roof, go north and climb down the hatchway into a meat locker. Dodge the moving meat and head for the south end of the room. All of the B Lock doors won't open, so activate the control panel on the east wall, and unlock the doors in the room.

COMBATS GALORE

This location is highly combat-intensive. However, the rewards are satisfying, and several boosts in levels and stats will result.



Go north through the unlocked door to a hallway with seven doors. Search all the rooms, with the exception of the door at the end of the hallway. (That **Silver Beret** will look just perfect on Elly.) To get through the end door, "run" into it (by pressing the **•** button) several times.

Go north through the next room and go through the door, and then climb the ladder to the deck. Note that this is the party's only choice, because both doors are locked. To the north is a Memory Cube, so save your game if you desire, and then go southwest and jump down into the pipe that flips open as you approach it.



Boss Fight: Bloody

HP:

4242

EXP:

25,701

GOLD:

3000

Treasure:

None

Attacks:

Bloody
Rain,
Murder

Bloody looks a lot like Redrum from the Kislev Sewers. Watch out for Bloody's **Murder** attack, because it instantly kills one member of your party. If this occurs, use a **Zetasol** to revive the downed hero. Constantly pummel away at Bloody, using combos on every turn. During the battle, Billy should act as healer for awhile. However, when he does attack, be careful with his guns. His **Ether Gun** (■ attack) actually heals the Boss for about 70 HPs. Also, if Elly is in your party, avoid using her **Thermo Cube** Ether ability, because it heals the Boss for almost 200 HP.

Remember those AP combos? It's been a long time since you fought without Gears. If Rico is in your party, have him build up to 28 AP, and then boost his power with his **Steel Fist** ability. The resulting AP combo should cause over 2000 Hit Points of damage. You can have Billy cast his **Goddess Call** Ether ability on Rico to speed up the time between his attack turns.



After defeating Bloody, climb the ladder out to the Memory Cube, save your game, and then jump back down into the room where you fought Bloody. Go to the door at the south end of the room, and press the X button. At this point, Billy's Gear, Renmazuo, is summoned.



Boss Fight: Giant Wels

HP:

7000

EXP:

77,103

GOLD:

28,000

Treasure:G-M686
Gun**Attacks:**

Steal Fuel

Now in Gears, immediately use **Booster** on everyone to decrease the time between turns. Be careful though, because the Giant Wels regularly drains 125 Fuel points from the party, which basically amounts to two fuel-guzzling elements.

The only basic attack (combo or normal) that seems to hurt this Boss is Billy's

█ button attack for approximately 400 HPs of damage. Billy's combo attacks also cause about the same amount of damage. To speed things up, you can have Elly, if she's in your party, hit the Boss with Ether spells. Each one will cause about 500 Hit Points of damage, but with a slight side effect. Ether spells cause this Boss to grow, which increases its attack power, but lowers its defense.

After about four hits, the Boss will be weak enough for normal attacks to be much more effective. You must be careful though, because the larger the enemy gets, the stronger its attacks become.



Return to the Ethos H.Q.

Level Stats

Suggested Level:

46

Goal:

Draw out Jessie for important information.

Enemies

Assassins

Assassins (Etones)

Wels

Items

Gold Nugget

Bag in Etone's room

Aquasol DX

Chest outside

Etone's room

Seal Ar

Chest outside

Etone's room

After returning to the Yggdrasil II, head for Margie's room, which is next to the Gear Hangar. At this point, you can change party members by speaking with her. Also, don't forget to speak to Billy's sister Primera. Now back in control of the Yggdrasil II, return to **Ethos H.Q.** (Before you go, service the Gears at the Gear Shop.)

HIDDEN CHESTS

Have you noticed the secret passages behind the dressers in most rooms? Now you can find out where they go. Head west from the infirmary and explore to find a few extra items.



Upon entering the Ethos H.Q., you'll notice that everyone at the entrance is dead. Go through the north door, and then through another door to the west. Along the way, you must defeat some **Etones** and **Assasins**. Go west down the hall and through the first open doorway on the south side, and then down the stairs. At this point, some Assassins attack. When you're finished with them, continue east past the infirmary and through some double steel doors. After checking the north hall for two survivors, head through the double doors to the east. Take the elevator down and enter the first room to the east around the corner.

At this point, Citan and Elly show up and then Jessie appears and does his thing. Soon thereafter, the mayhem begins. When Bishop Stone appears, attack!



After catching a glimpse of the Solaris Mobile Gear, **Alkanshel**, you'll automatically return to the Yggdrasil II.

Floating City of Thames

Level Stats

Suggested Level:
47

Goal:

Prepare to assault
Zeboim, the Ethos Dig
Site.

Enemies

None

Items

None



Once aboard the ship, you'll witness a heavy attack on the Thames, led by **Krelian**. Now it's time to head south to the Thames.

STOCK UP AND UPGRADE BILLY

Head to the Gear Hangar on the Yggdrasil II, and upgrade Billy's Gear to 7200 HPs and 2500 Fuel. Stock up on essentials like **Omegasols**, **Zetasols**, and the higher grades of **Aquasols** and **Rosesols**.

After docking with the Thames, head to the Bridge and speak with the Captain and Hans for information on your next stop.



We've got some that are injured badly and some that are fatal.

After leaving Thames, steer to the north. Your next destination is the metal building on a small island called the **Ethos Dig Site**, also known as **Zeboim**.

Ethos Dig Site

Level Stats

Suggested Level:

47

Goal:

Discover Solarian plans.

Enemies

(Outside):

Planter
Etone
Mammoth
Griffon
Wels

(Inside):

Gebler Guards
Shellbelle
Carrier
Hammerhead
Phobia

Items

B&JM686AA

Ammo

Chest in hall

Sleep Guard

Chest in side room

Panalphasol

Chest in Memory Cube room

Black Snake

Chest in side room



This place is a huge labyrinth, full of tough enemies. From the entrance, go west and ride the elevator to the bottom, and go into a cave. Once inside, ride the west elevator down, and then exit the elevator. Now enter the east door, cross the bridge, and then follow the path to a room with a Memory Cube. Go through the east door to find a Gebler Guard in your path. Eliminate the guards, and then enter the elevator through the south door.



PHOBIA

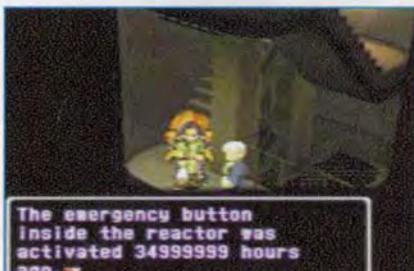
This odd creature gets healed when hit with melee attacks. Your only choice is to heal it using **Aquasols** or a healing ability, which quickly eliminates the monster.

Exit the elevator and then exit the next hall. Open the chest to the west, and then fight the guards to the east. Continue to head to the east until you reach another guard. Proceed southwest and then head through the first door to the south. If you go west instead, you can find a **Sleep Guard** in a room at the end of the hall.

BLOCKERS

For this dungeon, equip anything that blocks **Ether attacks**, like poison, and sleep.

Exit the stairwell, head west at the "T" intersection, and then go north at the end of the hall. This path leads you to a pair of Gebler Guards. Fight past the guards and you'll find a Memory Cube and a chest in the room just beyond it. Exit the Memory Cube room, and take the first door to the north. Go down the stairs and select "**Execute**" when prompted. Then return upstairs and head west to the first room on the northwest side of the hall. It's here that you can reset the emergency level by interfacing with the computer terminal.





Head back to the stairs and go down. You will now be able to get through the door. As the next Boss fight awaits, take this opportunity to equip some items that block Ether wind attacks!

Enter the gray door to the southwest. Walk up and face the center of the computer terminal and press the **X** button to engage a short scene. Leave this room and go through the brown door to the south. Go through the green transparent doors, walk to the tube, and then examine it by pressing the **X** button. At this point, Bishop Stone appears and summons Bosses **Tolone** and **Seraphita**.

Bosses: Tolone and Seraphita (Elements)

HP:

2500/2000

EXP:

31,184/31,184

GOLD:

5000/5000

Attacks:

Positron Beam, Steals EP,
Dive Bomb

Treasure:

ETH Drive, VIT Drive

Use Billy's **Holy Light** Ether ability, and Citan's **Renki** and **Sazanami** Ether abilities, if he's in your party, or items to heal everyone after the initial attacks. If a member or two succumbs, then use a **Zetasol** immediately. Destroy Seraphita (pink hair) first, because she has fewer HP. If Citan is in your party, have him use the **Renki** and **Chiseii** Ether abilities to protect everyone from Tolone's wind attacks. Stick with normal DeathBlows and forget about building up AP when battling Tolone. This is an easy battle to win if the party survives the first attacks. If not, it can become extremely difficult.



After defeating Tolone and Seraphita, exit the lab area and backtrack to the Memory Cube room located upstairs. You'll want to heal and save before moving on with the game. Now you must backtrack out of the area. Head west from the Memory Cube room and follow the corridors back to a staircase leading up. From the top of the stairs, head to the east, which leads to an elevator. Exit the elevator and then head west through a door to a Memory Cube room that should look familiar. Make sure you save and heal again before moving on. Head through the door on the south end of the room, and follow the path back to the bridge you crossed on your way in.



Boss Fight: Id

HP:

3000

EXP:

90,534

GOLD:

5

Treasure:

None

Attacks:

Various
Multiple
Attacks,
Black
Cloud

This is a difficult battle. Id's attacks are powerful, and can hit multiple targets. Perhaps one party member should spend every other turn healing the party. If Billy is part of your team, use his Holy Light Ether ability, and Citan can use his Renki and Sazanami Ether abilities, while other characters can use items. If Billy is in your party, it's helpful to boost everyone's speed using his Goddess Call Ether ability. Use your most powerful DeathBlows, and forget about using AP combos, because Id will be able to attack your party too many times for this tactic to be successful. If one of your party members gets killed, bring him/her back to life with a Zetasol, and try to cure him/her before Id retaliates. Id's Melee attack causes about 70 Hit Points of damage, while his other attack causes about 200. If Id begins to dodge frequently, start mixing up your DeathBlows; for some reason, this tactic seems to help.



After the battle, exit the bridge to the east and take the elevator up. After exiting the building, you'll appear on the Deck of the Yggdrasil II. Don't forget to save your game on the Bridge!

Yggdrasil II and the Return of Fei

Level Stats

Suggested Level:
50
Goal:
Head for Babel Tower.

Enemies

Alkanshel

Items

None

Gear Shop (After Alkanshel defeated)

Fuel	Engine	Armor	Weapons
		Z Alloy 30/10 10,000G	G-M10A Ammo 100G
		XMS 30 8000G	G-M10S Ammo 200G
	E20-2700 4000G		G-M686A Ammo 200G
	R23-3000 6000G		G-M686S Ammo 300G
	Y28-2200 6000G		G-GG040 Ammo 100G
			G-GG060 Ammo 200
			BSnake GWhip 6800G
			SBlood GWhip 7600G
Frame			Parts
WELT-07300 6100G			A Circuit 250G
WELT-08700 8000G			D Circuit 250G
VIER-07000 5200G			E Circuit 250G
VIER-08400 7200G			Lens Cover 2500G
HEIM-07800 6700G			Engine Guard 5000G
HEIM-09200 7700G			Tank Guard 3000G
BRIG-07700 6300G			Ar Reparier 4000G
BRIG-09100 7100G			Frame HP10 250G
STIE-08200 7200G			Frame HP30 750G
STIE-09800 8300G			Frame HP50 1250G
RENM-08600 7600G			



Once on the deck of the Yggdrasil, go down through the open hatchway, and then proceed to the Gear Hangar. Search out Weltall from the back, straight ahead from the entrance.

WHO'S ON FIRST?

You can choose Elly and Rico or Bart and Rico to escort Billy, because their Gears (for the most part) can cure. Their combos inflict excellent damage against the next Boss.

Boss Fight: Alkanshel

HP:

10,500

EXP:

132,549

GOLD:

30,000

Treasure:

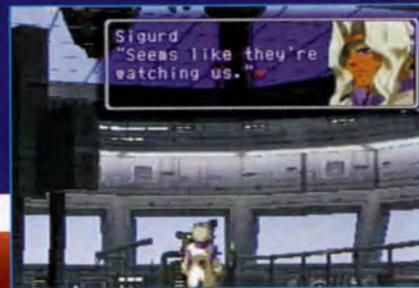
E Circuit

Attacks:

Seal, Mass Limit, Power Loss, Slow

Because of an unseen barrier, during the first couple of battle rounds, Alkanshel is invincible, so concentrate on conserving Fuel. After a brief flashback to Billy's childhood, Jessie breaks the barrier surrounding Alkanshel.

Alkanshel's **Mass Limit** (one of only two offensive skills) halves everyone's HPs. **Seal** can flatten a hero, but you can lessen the blow by equipping everyone's Gear with **Seal Ar**. Also, don't forget to use **Booster** to speed up your combat turn count. Use your most powerful attacks once Alkanshel starts taking damage and use your best Attack Level combos when they become available. Billy's **Hard Snap** and Rico's **Bomber Head** inflict over 1000 Hit Points of damage on Alkanshel. After defeating Alkanshel, watch out for its final attack, which is capable of causing 450 Hit Points of damage to everyone.



Yggdrasil II and the Return of Fei

CHECK IT OUT!

Definitely visit the Gear Shop in the hangar. You'll find terrific upgrades across the board to raise everyone's Gears to a much loftier level.

REVIVING A DOWNED GEAR

There's no skill, ability, accessory, or item that enables a combat participant to revive a fallen Gear.

At this point, Fei finally returns to the mix. After selecting your party members, go into the Gear Bay and purchase some new equipment.

NOTE

Fei should now be at a level that is higher than it was when he was seriously injured by Ramsus. Note that idle heroes do not fall behind the power curve. This really helps when the quest's storyline forces you to include a new hero in the current party.

On the Bridge, speak with Sigurd to take control of the Yggdrasil II and then head east of Zeboim to a tower on a lone island.

Babel Tower (First Section)

Level Stats

Suggested Level:

51

Goal:

Push through to Babel Tower's Second Section, and on to Shevat.



Enemies

(Both Sections):

Conjurer
Fuel Tank
Traffic Jam
Gun Drone

Items

Both sections

Ether Ar

Chest near entrance

Earth Veil Ar

Chest near entrance

Lite Ar+I

Chest near entrance

Thunder RodG

Chest on top of tunnel

Gold Nugget

Chest in control room

Ether Ar

Chest in shuttle

Beam Jammer

Chest in shuttle

Old Circuit

Chest in shuttle cockpit

Gold Nugget

Chest in shuttle cockpit

Ground

Chest near second entrance

02 Cylinder

Chest in pit room

Gold Nugget

Chest in pit room

E Circuit

Chest in pit room

Veil Doubler

Chest in halls

Wind Veil Ar

Chest in halls

Ice RodG

Chest in suspension room

Fire Veil Ar

Chest in suspension room

Stone RodG

Chest near Robot

G-M10S Ammo

Chest above Robot

Gold Bullion

Chest behind wall above Robot

G-GG060 Ammo

Chest behind wall above Robot

Flare RodG

Chest in pit above Robot

Water Veil Ar

Chest on ledge above Robot



Outside the tower, walk to the east and press the **X** button to enter **Babel Tower**. (Inside, if you fall from a path or platform, you'll end up back at the beginning.)

WARNING!

Very few places require more jumping skill than **Babel Tower**.



Walk to the southeast along the platform to the end and jump down one level. Walk to the west and take the first path south, where you'll find a treasure chest containing **Ether Ar**. Continue to the south and jump the gaps until you go through an archway. On the other side of the archway, you'll see a dangling rope.



Jump over to automatically grab the rope. Push the D-pad left and right to swing the rope back and forth. As the rope swings to the right past the concrete archway, press **▲** when the rope is fully extended to the left to jump over to the narrow platform.

ROPE CONTROLS:

Up
Left, Right
▲

Stop Rope
Swing Rope
Jump

After reaching the platform, go southeast, then continue northwest until you reach a steel beam that tilts when you step on it. Stand at the far left side of the steel beam, and then as the beam begins to rise, run up along the beam and quickly jump to the other side, slightly to the left. If you leap off the very end of the beam, you can get to the chest resting on top of the tunnel.



Walk to the north to the lip of a ledge with a rope above you. While under the rope, grab it to automatically climb to the top.



From the Memory Cube, walk west to the edge, and exit your Gears. Walk northeast up to the small metal door and press the **X** button to go inside. Once inside, walk to the large monitor on the north wall and press the **X** button to discover that you're inside the Relay Station Control Room.

To the south of the large diagram on the wall are some more terminals. Jump to the upper level so that you're standing in front of the gray open junction box and press the **X** button. This causes a **shuttle** to rise out of the water.

Exit the Relay Station, mount your Gears, and walk off the west edge. Then jump up over the wooden crates to access the shuttle. While inside the shuttle, use the large crates to make your way to the top.



Exit your Gears near the north side of the room, and climb the backside of the small ladder to the small door above.

Hop into the driver's seat on the right side of the cockpit. (Keep in mind the game's origin; in most countries, the driver sits on the right side.) Face the glowing computer terminal on the right, and press the **X** button to activate the shuttle. After a scene occurs, you'll appear back in your Gears, prepared to fight with the Boss, **Ramsus**.

Boss Fight: Ramsus with Miang

HP:

5000

EXP:

23,652

GOLD:

3000

Treasure:

Scales

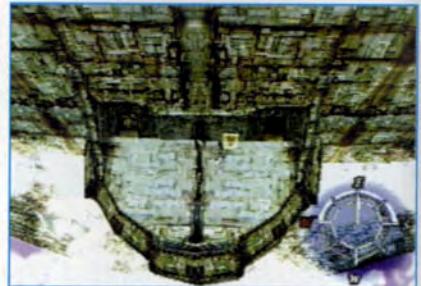
Attacks:

Wyvern

Miang cures Ramsus for 1200 HP, so you'll need to hit Ramsus really hard a couple of times in a row to bring this battle to an end. Ramsus' *Wyvern* attack damages one character for as much as 1500 Hit Points of damage. Just pound Ramsus with your strongest attacks and use your strongest Attack Level combos. Try to time them so that two of your Gears get the chance to hit Ramsus before Miang can heal him. Ramsus and Miang flee when Ramsus' HPs get dangerously low.



After the battle, use the Memory Cube, and enter the second section of Babel Tower.



Babel Tower (Second Section)

Once inside, follow the passageway east until you reach a pit with a treasure chest. Drop down into the pit, exit your Gears, and press the **X** button to enter the door in the north wall. Jump down to the lower level and go all the way south.

Jump onto the second computer terminal from the south. Face it, and press the **X** button. Next, work your way north, facing the computer terminals and pressing the **X** button in front of them. The final computer terminal will display ‘Done’ when you’re finished.



FUEL CONSERVATION

Conserve your Fuel, Charge, or even Escape. A Self-Repairing Robot is up ahead, but there are lots of enemies to battle before then. Look for Fuel Tanks, because these enemies counterattack by refueling your Gears. Hit them with weak attacks to take full advantage of them. You may also want to completely refrain from attacking the Fuel Tanks so that you can fully repair/recharge during these easy fights.



To exit the room, hop onto one of the small ledges and then onto the stairs. Get everyone back in their Gears and jump up onto the pipes to get out of the pit. Continue heading to the south, through the door at the end to a pit. Fearlessly drop down to the bottom—take our word for it.



At the bottom, open the chests to the north and then follow the passageway to the south, up an incline, and through the door at the end. Follow the next passageway to the south to a mess of pipes leading up. Use the pipes as steps to reach the next level, and then continue south into the next area. You are now in a room with a circular platform suspended in the middle.

Work your way to the other side of the room by jumping down onto the circular platform and walking around it to the other side. (There’s a nice rod for Elly, and some terrific armor in the chests.) Jump up and go through the door in the south wall to a huge room with a Self-Repairing Robot (Fuel and HP restoration only).

From the robot, go east up the stair-steps and follow the path south until you can drop down a level. At this point, you'll see a Traffic Jam enemy (green pod) below you. Jump on top of it, defeat it, and then ride it up. At the top of its path, use the ▲ button to jump onto the pathway to the east.



TRAFFIC JAM LANDINGS

This is the first of five green pod landings. Walking forward and dropping down will not work; Fei will undershoot the pod. If Fei uses a Big Jump, he will overshoot the pod. The method of choice, in our opinion, is a standing jump.

Follow the pathway to the north, and avoid falling off an edge. Jump from the pink path to the gray path to the north to find another green pod. Jump onto it, defeat it, ride it up, and jump off to the west. Follow the path to the south, but don't miss the hidden chest tucked away behind the short wall. Jump onto the pod on the south side, defeat it, ride it up, and hop off to the south.



JUMPING FRIGHT

If you're not sure where to jump off, just relax. While on the green pod, let it descend back to its starting point. Shortly thereafter, it will rise up again.



Work your way back to the north until you find another green pod. (Don't miss the two hidden chests on this level!) Jump onto the pod, defeat the enemy, ride it up, and jump off to the east. Go south and jump across the gap to the chest. Then climb to the east until you're on the very top of the ledge. If you look closely, you'll see another green pod down below and between the gap. Close your eyes, and go for it!



After a successful landing, defeat the enemy, ride the pod up, and jump off to the south. After several more jumps along the southern path, turn to the west to find two pipes that you can climb. (Select the “Climb” option to go up the pipes.) At the top, use the Memory Cube to save your game, plus take this time to restore Gear Hit Points with **Frame HPs**. Now it’s time to step into the middle of the platform to fight the Boss, **Seibzehn**.

Boss Fight: Seibzehn

HP:

5500

EXP:

60,000

GOLD:

10,000

Treasure:

Alloy

Attacks:

Missile Pod

Ether,

Restore

HP

Heavy

This Boss is not too difficult. Start the battle using **Booster** and use your most effective normal attacks and your Attack Level combos every other turn. Seibzehn’s attacks can cause around 1200 Hit Points of damage, plus this Boss is also equipped with a Frame HP that can restore 400 HP every other turn. If each of your Gears pounds away with an Attack Level 1 combo every other round (1500 damage combined), and the Boss cures 400 every other round, the Boss will eventually go down. You may want to start the battle by letting two Gears build up to Attack Level 3, which combined should cause around 3000 Hit Points of damage. This will give you a good head start, and once Seibzehn begins repairing itself, you won’t want to take several turns building up Attack Levels.



Aerial City Shevat

Level Stats

Suggested Level:
53

Goal:

Get recruited against Solaris by Queen Zehpyr. Pass through to the Shafts.

Enemies

None

Items

Aquasol S x2
Tell a Chu-Chu the truth

Aquasol DX
Tell a Chu-Chu the truth

Dusk Rock

Take from doll

Spider Web

Buy for 50G

Dawn Rock

Examine end of southwest spoke on
Town Map

Dark Rock

Speak to a Chu-Chu to get a clue, then go fishing

Hidden Items

Power Crisis

Panaphasol

Hob-Steak

Physimentsol

Samson's Hair

Yamato Belt

Hard Star

Speed Star

ETH Drive

VIT Drive

STR Drive

ETHDEF Drive

HP Drive

EP Drive

Chu-Chu Idol

Item Shop

Aquasol S 100G

Aquasol DX 300G

Alphasol 1000G

Rosesol 100G

Rosesol S 300G

Rosesol DX 800G

Sigmasol 1500G

Zetasol 100G

Physimentsol 50G

White Star 500G

Brown Star 500G

Red Star 500G

Blue Star 500G

Hard Star 800G

Speed Star 1000G

Element Aero 1200G

Element Terra 1200G

Element Pyro 1200G

Element Hydro 1200G

Omegasol 50G

Survival Tent 150G

Weapons/Accessories

Thunder Rod	2200G	EthEarth Ammo	1000G
Stone Rod	2200G	EthFire Ammo	1000G
Flare Rod	2600G	EthWater Ammo	1000G
Ice Rod	2200G	War Mail	1800G
Dynamite Rod	4500G	War Helm	600G
Silver Blood	2800G	EtherStone	500G
EthWind Ammo	1000G	AntiEtherstone	500G

Gear Shop

Fuel	Weapons
Engine	Parts
B30-4200	Thunder RodG 8200G
K35-3500	Stone RodG 8200G
Frame	Flare RodG 8800G
WELT-10400	Ice RodG 8200G
WELT-12400	Chrono RodG 10,000G
VIER-09800	BSnake GWhip 6800G
VIER-120000	SBlood GWhip 7600G
HEIM-11000	Ether Ar 1000G
HEIM-13000	Wind Veil Ar 5000G
BRIG-11000	Earth Veil Ar 5000G
BRIG-13000	Fire Veil Ar 5000G
STIE-11700	Water Veil Ar 5000G
STIE-13800	Power Magic 3000G
RENM-10200	Veil Doubler 3000G
RENM-12000	Magic Guard 3250G
	Pilot Shield 4000G

Armor

Z Alloy30/10	10,000G
XMS 40	10,000G
RX Metal 50	12,500G



After defeating Seibzehn, you'll see Shevat. At this point, Queen Zephyr wants to see Fei. It's at this time also that Maria introduces herself. Step onto the circular stone in the center of the room, and press the **X** button to ride the stone elevator to the top.



The stone elevator deposits you on the Town Map. Enter the Old Capital of Shevat, Aphel Aura, and explore the town.

Speak to a green Chu-Chu in the southeast part of the plaza. If you choose the option "**That's not necessarily true**" to answer that land dwellers are not all great people, you'll receive a prize. There's also a Weapon Shop with terrific upgrades for Elly, along with **War Mail** and **War Helms** for everyone. The Item Shop is also fully stocked, as is the Gear Shop.

In the room full of Chu-Chu's, go down the elevator into a pastoral room dominated by a fountain in the middle. Walk onto the western balcony and speak to the woman who, for 50G, will give you a **Spider Web** that you can use to go fishing. (You may already have a Spider Web if you grabbed the one in Fei's house way back at the beginning of the game.) To fish, you must jump up onto the fountain so that you're on the very top.



NIFTY IN-GAME SIGHT AND SOUND DIVERSIONS

In Shevat, seek out the room below the room with the rocking horse. On the first floor, open the closet to find a mirror. Also, check out the jukebox in the Deep Sea Bros. Bar. For just 20G, you can listen to one of several tunes from your adventure.

Your goal is to find a room in a ruined house, which has a wooden rocking horse in it. Step on the stone elevator outside the Gear Shop that takes you down to an abandoned home. Cross the skybridge, and enter the door. In the first room, talk to the doll on the table to receive a **Dusk Rock**. Then go upstairs and go east through the door. After examining the wooden horse, Maria appears and tells you to meet her at the palace. Don't forget to check out the wooden cabinet after Maria leaves.

THE DARK ROCK

In order to obtain the Dark Rock, first speak to the pink Chu-Chu on top of the light fixture in the room full of Chu-Chu's. Once it gives you some clues about the rocks, go down the stone elevator in the same room. Speak to the woman on the western balcony and pay her 50G to get a Spider Web to use to go fishing. Jump to the top of the fountain and reel in a fish at your first opportunity. You'll take the **Dark Rock** from the fish's mouth.

THE THREE ROCKS

Once you have the Dawn, Dusk, and Dark Rocks, go down the first stone elevator you see when you first enter the Old Capital of Shevat, Aphel Aura. Go down the staircase and go through a doorway to the west. Jump on the stone elevator and press the **X** button to insert the three rocks. Choose the option to go up, and you'll be taken to a hidden room (**Wiseman's room**) filled with lots of items.



Back on the Town Map, face the white statue and press the **X** button to enter Shevat Palace. Once you reach the top of the elevator, speak with Maria and then follow her through the double doors. Speak with **Wiseman** and Maria, and then go north to enter the next set of double doors.

A Well Deserved Rest

Are you looking for a Memory Cube? Well you're in luck! There's one in the first room to the east of Queen Zephyr's chambers. You can also rest for free in the beds located there.

Queen Zephyr wants Fei to take on Solaris. Afterwards, leave the room and enter the door to the west (across from where Wiseman is standing). Climb the stairs to the very top to speak to Maria.

Head down to the Memory Cube room east of Queen Zephyr's chambers in the main hall and save your game. In the morning, return to Queen Zephyr's chambers and when she asks if you're all right, select the "**My Heart Is Set**" option. After a conversation, you're forced to leave one of your characters behind as Maria and Fei must be in your party.

On your way out of the Queen's chambers, a Chu-Chu will give you a last chance to buy items, weapons, armor, and Gear Parts if you speak with it. Use the central elevator to return to the Town Map, and select "**Shevat Lower Floor—Central Dock Entrance**." As your party descends, Maria will stop the elevator and open up a hatchway that you can climb through.



Shafts

Level Stats

Suggested Level:
53

Goal:
Reach the
Generators, and
stop the Gebler
attack.

Enemies

Forbidden
Gimmick
Tears

Items

Shevat Map

Chest west of
entrance

Queen's Rod

Chest near elevator

Battle Apron

Chest in 2nd part of
Shafts

Ruby Helmet

Chest in 2nd part of
Shafts

Aquasol DX

Chest in 2nd part of
Shafts

Rosesol DX

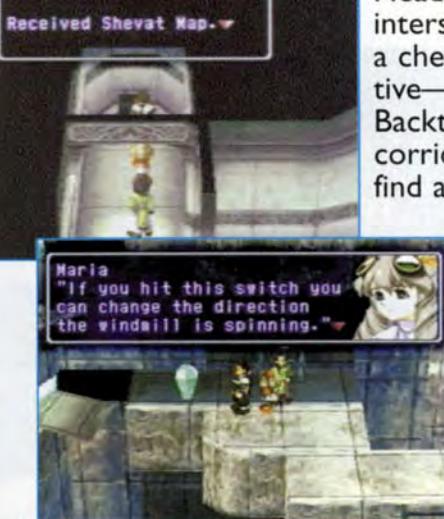
Chest in 2nd part of
Shafts

Whip Lasher

Chest in 2nd part of
Shafts

Economether

Chest in 2nd part of
Shafts



Head to the west at the first intersection. This takes you to a chest containing the inactive—for now—**Shevat Map**. Backtrack a bit and follow the corridor to the east until you find a door leading to a long stairwell. Now descend the spiral staircase and exit through the door at the bottom. Proceed north to the intersection and then head to the west to the corridor's end, and take the elevator down. At the bottom, head to the west and climb down the ladder to reach a **Blue Crystal**. Use the crystal to reverse the direction of the room's rotating blades.

Shafts

OUT OF DANGER

If you're ever in need of supplies or rest, you can hop back onto the elevator at the Shaft's entrance to return to Shevat.

Walk onto a rotating blade, and then jump onto the east ledge to the other side. Descend the ladder and ride the elevator down to re-enter the Shafts, where the Shevat Map now works. Go south to the first intersection, then head to the west and enter the first door along the south wall. Descend the spiral staircase and exit the stairwell through the doorway to the south. Follow the corridor west to a “T” intersection, and then head to the south and follow the path to a chest containing a useful **Economether**. Equip Maria with this item to reduce her EP usage by one half, because her physical attacks cause very little damage. Backtrack up the stairs and head to the north until you reach an elevator and select the option to go down.



Gimmicks

The enemies called Gimmicks have extremely high defenses, however, they possess a paltry 6 Hit Points. Spend all six of your character's AP on weak attacks (using the ▲ button) to quickly eliminate these enemies.

Take this opportunity to save your game at the Memory Cube, then head to the east by jumping over the elevator and the two gaps. (If you don't make the jump, climb the ladder to the west.) Descend two more ladders and approach the rotating blades to the west. Carefully time your jump onto one of the blades and then stand at the very edge of the blade so that you don't get knocked off by the cement ledge. Ride the blade around and wait until you're about to hit the wall, and then quickly jump to the next set of blades. When timed correctly, a blade should just be coming out of the wall. (If you don't make this, climb the ladder to the southeast.)

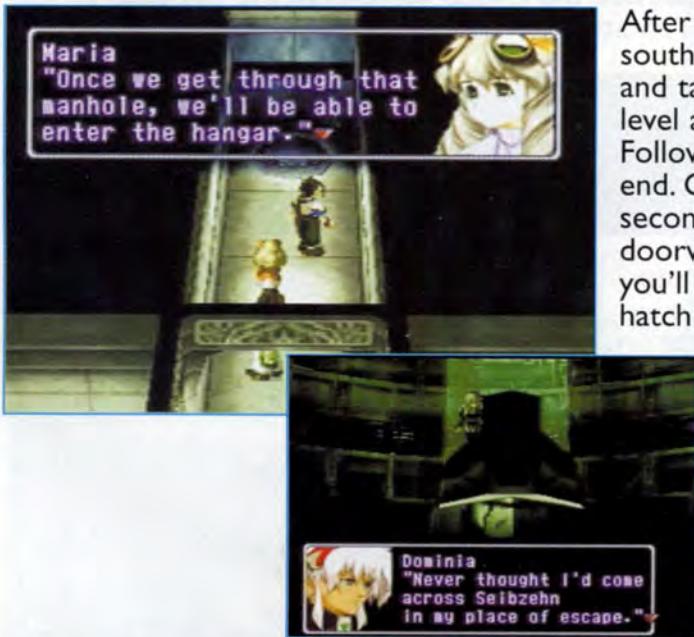


MARIA IN THE PINCH

Maria's physical attacks clearly lack power. Keep her high in Ether Points, and launch her "Robo" Control attacks frequently. To conserve EP, pick up the **Economether** in the second part of the Shafts. This handy item cuts the wearer's EP usage in half.

SHED THE TEARS

Finish the mage-cloaked Tear quickly. At some point, it powers up, and unleashes a devastating attack against the whole party.



After taking the elevator down, head to the south down the corridor, go through the door, and take the spiral stairs down to the lower level and exit through the doorway to the east. Follow the corridor east and then south to the end. Go through the doorway and head down a second set of spiral stairs, then exit through the doorway to the south. At the next intersection, you'll find a Memory Cube to the west and a hatch leading to the hangar area to the south.

After saving your game, jump into the hatch. In the hangar area, enter the west door and follow the path to the west. Then, to everyone's surprise, Dominia appears! Shortly thereafter, though, Jessie makes another appearance. Afterwards, you'll receive Maria's powerful Gear, **Seibzehn**.

The Big Payoff

Both experience points and Gold are abundant in the Shafts. Linger here until your characters have increased several levels and have stuffed their wallets.

Generator Battles



At this point of the game, you're automatically returned to Queen Zephyr. All the heroes, even Chu-Chu, agree to repel the attack against Shevat's four generators. However, Maria is in for a big surprise!



CITAN'S INTELLIGENCE:

- Generator 1: Two small Gears and Solaris troops. Hit them hard and fast.
- Generator 2: Three White Knights, fast and maneuverable.
- Generator 3: Large Gear with a special attack, and a White Knight.
- Generator 4: Large, powerful Gear and two White Knights.
- Giant Gear: Nothing.

Select four party members to battle the first four Bosses one-on-one. (Maria is asked not to participate.) Make your selections carefully.

TAKE YOUR BEST SHOT:

- Generator 1: Elly
- Generator 2: Bart
- Generator 3: Citan, or anyone with high Agility. Rico (although slow) has healing and powerful attacks.
- Generator 4: Fei

Before entering these battles, return to Shevat, upgrade your Gears (if necessary), and rest and have in the heroes' suite. Only after your troops are sufficiently rested should you return to Queen Zephyr. When you reach the combat site, the Shevat Town Map, you get to choose the order of the Generator Battles. (If you've chosen the correct Gear for each mission, this makes no difference.)

Because this is essentially one fight and your out, feel free to use **Booster**. If the party has upgraded their Gears to the maximum obtainable, these battles are not too difficult.



Boss Fight: 6 Solaris Guards and 2 Littlefoot Gears

HP:

200, 600

EXP:

2400 (x6),
300 (x2)

GOLD:

500 x6

Treasure:

Silver Ar,
Rosesol

Attacks:

Short Beam

Although you can destroy the Solaris Guards with one hit, they are extremely fast, and each one can cause close to 250-300 HP of damage. Elly's multiple target **Aerods** attack will eliminate all of the Solaris Guards in one turn.

To clean up the Littlefoot Gears, use your strongest normal attacks.



EQUIP THE SPOILS

When Bart (or whoever you chose to fight the second battle) gets their chance to fight, take a moment to equip that shiny, new **Silver Ar** that Elly worked so hard to get. Do the same before all the upcoming battles.

Boss Fight: 3 White Knights

HP:

290

EXP:

2800 (x3)

GOLD:

500 (x3)

Treasure:

Lite Ar +1

Attacks:

Sword

The White Knights are agile, but their swords cause little damage. A couple of hits is all it takes to eliminate one of the White Knights.

Use **Booster** and Attack Level 1 combos every other turn. Bart's **Ygg D. Charge** wipes out a single foe in this battle. Another way to take down the White Knights is to use Brigandier's ability **Heaven Cent**.



Boss Fight: 2 White Knights and Citadel

HP:

6000, 290

EXP:

4400, 2800 (x2)

GOLD:

10,000, 500 (x2)

Treasure:

Gold Plate

Attacks:

Sonic Boom,
Machine Gun, Gel Breath

Use **Booster** on your first turn to pick up the pace of the battle. Destroy the White Knights first with 30 point Fuel attacks, which will build up your chosen Gear's Attack Level to level 2. Unleash an Attack Level 2 attack to severely damage the Boss. You can then finish the fight using Attack Level 1 combos. Citadel's **Sonic Boom** and its **Gel** attacks lop off approximately 3500 HPs, but all the heroes' Gears should have **Frame HPs** equipped. Fuel is not at a premium during this battle.



TROUBLE DEFEATING THE GENERATOR BOSSES?

If you keep getting whomped during a particular battle, choose that conflict first after the game is reloaded. Change the hero to be involved until you win the battle.

Boss Fight: 2 White Knights and Avalanche

HP:

5000, 290

EXP:

4800, 2800 x2

GOLD:

20,000, 500 x2

Treasure:

Noise Filter,
Ether Ar

Attacks:

Avalanche Drill
(Defense Down),
Sonic

Fei (or whoever you choose) should easily win this battle. Immediately use **Booster** to speed up your attack turn time. Defeat the White Knights first to increase Weltall's Attack Level, and then let Avalanche have it with an Attack Level 2 combo. Avalanche uses attacks that cause over 2000 HP of damage. Use a **Frame HP** to restore Weltall if its HP gets too low. Watch out for Avalanche's Sonic attack—it's extremely powerful.



After defeating the four Bosses, Chu-Chu gets into the act and fights a Gear.

Boss Fight: Achtzehn

HP:

12,000

EXP:

50,000

GOLD:

10,000

Treasure:

Wizardry Ring

Attacks:

Electric

Use the **X** button attacks, and after about three rounds, you'll win. However, after Chu-Chu defeats Achtzehn, Maria climbs into Seibzehn, which prompts another battle against Achtzehn. Continue to use the **X** button attacks and your Attack Level combos as they become available every other turn and you won't have any difficulty.



Return to the Yggdrasil II via the Town Map's Shevat Lower Floor Central Dock Entrance.



Protect Nisan

Level Stats

Suggested Level:

55

Goal:

Pass through to the
Mausoleum

Enemies

Shakhan Guards

Items

None

Rest for Free
(After Mausoleum)

Protect Nisan

Item Shop

Aquasol S	100G	Zetasol	100G	Speed Star	1000G
Aquasol DX	300G	Physimentsol	50G	Element Aero	1200G
Alphasol	1000G	White Star	500G	Element Terra	1200G
Rosesol	100G	Brown Star	500G	Element Pyro	1200G
Rosesol S	300G	Red Star	500G	Element Hydro	1200G
Rosesol DX	800G	Blue Star	500G	Omegasol	50G
Sigmasol	1500G	Hard Star	800G	Survival Tent	150G

Accessory Shop

Thunder Rod	2200G	Silver Blood	2800G	War Mail	1800G
Stone Rod	2200G	EthWind Ammo	1000G	War Helm	600G
Flare Rod	2600G	EthEarth Ammo	1000G	Ether Stone	500G
Ice Rod	2200G	EthFire Ammo	1000G	AntiEther Stone	500G
Dynamite Rod	4500G	EthWater Ammo	1000G		

Gear Shop (After Mausoleum)

Fuel	Armor	Parts	
Engine	Z Alloy30/10	10,000G	
B30-4200	10,000G	Ether Ar	1000G
K35-3500	12,000G	Wind Veil Ar	5000G
Frame	XMS 40	10,000G	
WELT-10400	8900G	Earth Veil Ar	5000G
WELT-12400	11,300G	Fire Veil Ar	5000G
VIER-09800	8100G	Water Veil Ar	5000G
VIER-120000	10,600G	Power Magic	3000G
HEIM-11000	9700G	Veil Doubler	3000G
HEIM-13000	11,200G	Magic Guard	3250G
BRIG-11000	9900G	Pilot Shield	4000G
BRIG-13000	11,200G		
STIE-11700	10,000G		
STIE-13800	12,000G		
RENM-10200	8600G		
RENM-12000	10,700G		
	Chrono RodG	10,000G	
	BSnake GWhip	6800G	
	SBlood GWhip	7600G	
	Weapons		

No longer the Yggdrasil II, you actually board the Yggdrasil III, a combination flying ship/submarine.

YGGDRASIL III CONTROLS:

▲	Thruster. Moves ship forward.
R2 + ▲	Thruster. Moves ship backward.
L1 & R1	Rotate the view.
Up	Makes ship descend.
Down	Makes ship ascend.
Left	Turns ship to the left.
Right	Turns ship to the right.
●	Disembarks the party onto the World Map.
X	Reboards the party from the World Map.
■	Displays the Bridge.
Speak with Sigurd to reacquire control.	

EXPLORE THE WORLD

Because the Yggdrasil III can fly, now is an excellent time for a long-distance, encounter-free ride throughout the World.



Fly to Nisan, the city surrounded by water that is located in the northwestern portion of the largest continent on the World Map. Enter the town and defeat all of the guards (about six sets of four guards each). Fei, Bart, and anyone else (except Citan) should head for the **Mausoleum**. Take either of the side exits out of Nisan to reach the circular road that leads behind the Cathedral. Speak with Margie on the Town Map and you'll automatically be taken just inside the Mausoleum.



Mausoleum

Level Stats

Suggested Level:

55

Goal:

Use the Fatima Jasper, find Margie, and enter Ignas' Gate Cave.

Enemies

Shakhan Guard
Shakhan Monk
Freelancer

Items

Desert Worm

Chest in
control room

DeathBlower I

Chest in
Energy Block

Tool Guy Items

Aquasol S
Aquasol DX
Alphasol
Rosesol
Rosesol S
Rosesol DX
Sigmasol
Zetasol
Physimentsol
White Star
Brown Star
Red Star
Blue Star
Hard Star
Speed Star
Element Aero
Element Terra
Element Pyro
Element Hydro
Omegasol
Survival Tent

Tool Guy's Weapons/ Accessories

Thunder Rod	2200G
Stone Rod	2200G
Flare Rod	2600G
Ice Rod	2200G
Dynamite Rod	4500G
Silver Blood	2800G
EthWind Ammo	1000G
EthEarth Ammo	1000G
EthFire Ammo	1000G
EthWater Ammo	1000G
War Mail	1800G
War Helm	600G
EtherStone	500G
AntiEtherstone	500G

It's a long walk down a lot of stairs before you actually reach the Mausoleum. Once you reach the Mausoleum's entrance, you can either ask Margie to open the door, or try to figure it out for yourself. Either way, once the door is open you should head inside. Your first challenge is a large group of Shakhan Guards and Shakhan Monks. Defeat them all, and you'll discover the missing villagers. Once they've returned to town, hop onto the elevator located in the center of the room and use it to reach the Mausoleum's inner sanctum.



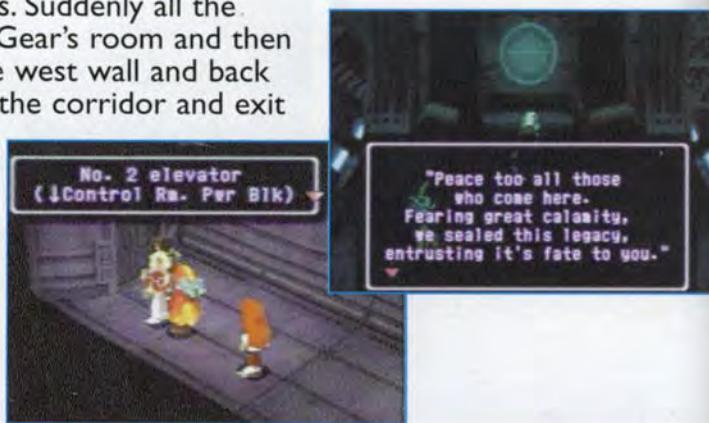
Follow the corridor south and go through the door to the north at the end. Bart and Margie each use their half of the **Fatima Jasper** to open the **Jasper Lock**. Go north through the now unlocked double doors and go north through the next door. Follow the path to an intersection. Take the west branch and go through the door to enter a control room, where you'll find a Memory Cube and a chest. Go down to the lower level and search the computer terminal just to the right of the center. Exit the control room through the north door, and follow the hall to an intersection. Go to the east at the intersection and enter the door at its end.





Ride the No. 2 Elevator Block up and exit into another hall, and then head southwest at the intersection and enter the Energy Block. Follow the corridor to the east and pass the first three doors, making sure to enter the fourth door. Head northwest down the hall and check the door at the very end. Turn around and enter the other door in the hall to find another Jasper Lock and a Memory Cube. Once Bart and Margie activate the Jasper Lock, return to the locked door southeast across the hall. Head south from the door until you reach a dark depression in the floor. Follow the dark path to the southwest to enter a new area.

Search the wall between the Gear's legs. Suddenly all the computers and lights turn on. Exit the Gear's room and then head northwest out the door along the west wall and back into the hall. Then go southwest down the corridor and exit back into the curving hall. Now go to the northwest and follow the corridor to the end. Enter the No. 2 Elevator Block and head southeast, veering east at the intersection to reach the No. 2 Elevator, which you take down to the Power Block.

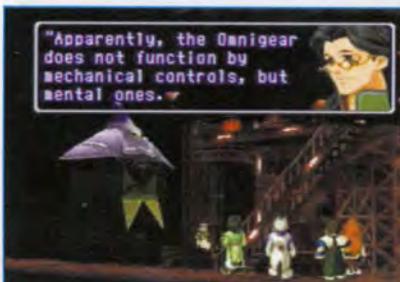


COMBAT FREE ZONE!

As creepy as this place is, there's not a single battle to worry about. But, something will happen shortly to eliminate the calm.

Exit the elevator and head to the northwest at the intersection to find the control room again. The **“Tool Guy”** is now there. Purchase any needed items, weapons, armor, or accessories. Search the computer again, and then sit back and watch in disbelief.

Shakhan's minions now fill the complex, so get ready for some combat. Exit the control room through the north door and head for the No. 2 Elevator (east at the intersection). Then ride the elevator up and then head west to an intersection. Head southwest and enter the door at the end of the hall, which leads to the Energy Block. After following the corridor to the east, enter the fourth door along the northeast wall and fight your way through the hallway until the party is surrounded.



You'll then appear in a room with the Memory Cube and a **Jasper Lock**. After Bart and Sigurd unlock the door outside, exit to find Citan and Sigurd next to a door to the southeast. Go through the door to enter the large hangar, and the team will automatically run to the Omnidoor's hangar. At this point, Bart takes control of the **Omnidoor Andvari**.



Boss Fight: Neo Etomes

HP:	3300
EXP:	30,500
GOLD:	10,000
Treasure:	Seal Barrier
Attacks:	Seal

The Neo Etomes cast **Seal**, which causes around 2400-3000 Hit Points of damage to one of your party's Gears. Start off by using **X** button attacks against one of the Neo Etomes.

This should be nearly enough to destroy the targeted Gear. Finish it off with a final **X** button attack, and then unload on the second Neo Etone with Attack Level 1 combos.



GEAR UP!

After the battle, Bart obtains the **Andvari Gear** for good. Back in Nisan, you can alter your party by speaking to a character you want to include in your party. For now you should consider choosing Fei, Maria, and Bart because they now control the strongest Gears.



THEY'RE BACK!

Because the heroes liberated the townspeople, hit the Tool Shop. You'll find new products for characters and Gears. Expended Gear Fuel after the last battle was not replenished, so be sure to tune-up.

Exit Nisan, and then walk to the west to find the Ignas' Gate Cave. Save your game on the World Map, climb into your Gears, and then enter the cave.

Ignas' Gate Cave

Level Stats

Suggested Level:

55

Goal:

Find and open Gate I to Solaris, and enter the Undersea Tunnel.

Enemies

Hobgob
Planter
Lil' Kobold

Items

None



Proceed to the north to step right into the middle of an ambush. It's now time to prepare to battle two **Neo Etone Gears**. These Gears are the same as the ones you fought in the Mausoleum.

PREPARED?

Straight ahead is a very difficult Boss. If you expend a lot of Fuel fighting the Neo Etones, leave the cave and return to Nisan—don't worry, the Boss will wait for you! Equip **WaterVeil Ar** or accessories that protect against fire. Also, equip the **Seal Armor** taken from defeated Neo-Etones.

After the battle, follow the path north past the flashing panel in the floor and go through the blue double doors at the end, the **Gate Room**.

Boss Fight: Shakhan

HP:

18,000

EXP:

218,343

GOLD:

30,000

Treasure:

Ether Ar+1

Attacks:

Ignas

Storm

(Fire attack),
Seal Punch

This will be one of your toughest battles. When Shakhan links his Gear to the Gate Generator, he cures his Gear for 1000 HP roughly every other turn, and then hits the party with his **Ignas Storm** attack that causes between 1500-3000 Hit Points of damage to each member of the party. When Shakhan detaches himself from the Gate Generator, he'll attack your Gears with his **Seal Punch**. When he re-attaches himself to the Gate Generator, the majority of your Gear attacks will cause Shakhan to restore his Gear for 1000 HP. Use **Booster** on all of your Gears at the start of the battle, and use **Charge** to compensate for Booster's drain on each Gear's Fuel supply while Shakhan is attached to the Gate Generator. Otherwise, employ the normal attacks and Attack Level combos every other turn.



INFINITY ATTACK LEVEL

After you let your Attack Level increase over Attack Level 3, you may see that you have achieved an Infinity Attack Level. To learn more about an Infinity Attack Level, please see "Gear Tactics" in the Game Basics section of the strategy guide.

After the battle, you'll appear outside the gate. Now it's time to exit out the cave the way that you entered.

Babel Tower (Gate #2)

Level Stats

Suggested Level:
56

Goal:
Destroy Gate #2.

Enemies

None

Items

None

The party decides to destroy Gate #2, located at **Babel Tower**. Fly to Babel Tower and the party will be dropped off on what should be a familiar landing zone. The group splits into two parties of three each. Fei, Citan, and Elly comprise one party.



WAIT A SECOND!

Before you head into Babel Tower you need to perform a last minute equipment check. Elly's Gear should be equipped with the **Flare Rod** weapon. If you don't have it, you might want to find it. You may also want to equip armor that protects against Water attacks.

LET'S PARTY!

After entering the doorway along the east wall next to the Memory Cube, you must choose your second party which must include Billy. The best two other characters to choose are Maria, for her Gear's massive strength and punching power, and Bart, because his Gear has great all-around abilities.



Once inside Babel Tower, follow the corridor to the east and then south. Drop down into the first pit that you see, exit your Gears, and enter the door along the north wall. In the computer room, Citan adjusts the mirror while Billy prepares to fire the Ft. Jasper cannon. Now it's back to Fei and Elly, and a rather nasty series of Boss fights.

GET READY!

Elly, who's required in this part, has a big problem against Kelvena in Marinebasher. Of all her rods, only the **Flare Rod** will damage Marinebasher, while the other rods seem to heal. The first and third battles are against these same enemies; lucky for them, they heal up between battles. However, Fei, Elly, Maria, and Bart, do not heal up.

Boss Fight: Dominia (Bladegash) and Kelvena (Marinebasher)

HP:

4000, 5000

EXP:

26,000, 26,000

GOLD:

5000 (x2)

Treasure:

EP Drive

Attacks:

Bladegash (Elemental Sword Attacks, Heal), Marinebasher (Water Bubble, Tidal Wave, Heal)

Use **Booster** during this battle to increase the number of attack turns for your Gears.

Hopefully you took the time to equip Elly's gear with a Flare Rod. If not, you can use Elly's **Thermo Cube** and **ThermoDragon Ether Machine** attacks against Marinebasher. If you do have the Flare Rod, focus on eliminating Marinebasher first. This weapon packs an extra punch against Kelvena's aquatic Gear and makes it easy to eliminate in only a couple of turns. If you don't have the Flare Rod, either have Elly focus on Dominia or use her Fire-based Ether Machine attacks against Kelvena. When Dominia prepares to use her Elemental Sword attacks, have Elly use her Ether Machine attacks to counter the effect. For example, if Dominia casts **Water Sword**, have Elly counter with her **Thermo Cube Fire attack**. In some cases, this attack will cause Dominia's Elemental Sword to break, thus preventing the attack.

However, to increase Elly's chance of breaking the attack, she must use this type of counter attack immediately after Dominia casts an Elemental Sword attack. Concentrate on eliminating one Boss at a time. Try to avoid using any Special Options that consume Fuel for now.



Boss Fight: Seraphita (Grandgrowl) and Tolone (Skyghene)

HP:

5000, 5000

EXP:

26,000, 26,000

GOLD:

5000 (x2)

Attacks:

Skyghene (Triple Aerial Attack, Heal), Grandgrowl (Fire Breath, Heal)

Treasure:

VIT Drive, ETH Drive

At this point, Billy prepares to fire the Ft. Jasper cannon. The battle should be fairly easy if Bart and Maria are fighting. Employ each character's normal attacks and Attack Level 2 combos in this battle. Use **Booster** on Maria's Gear and pound both enemies into the ground with her Attack Level 2 combo, **Dyna Rush**. It should only take a few hits to push back both Bosses. Focus on eliminating Skyghene first since its Triple Aerial attack can be devastating. If you choose Bart to fight, use **Booster** and his **Wild Smile** ability on both Bosses to keep them from evading your attacks.



Boss Fight: Dominia (Bladegash) and Kelvena (Marinebasher)

HP:

4000, 5000

EXP:

26,000, 26,000

GOLD:

5000 (x2)

Attacks:

Bladegash (Elemental Sword Attacks, Heal), Marinebasher (Water Bubble, Tidal Wave, Heal)

Treasure:

EP Drive, ETHDEF Drive

Fei and Elly must fight again. Hopefully, you came out of the first battle with this duo with at least 10,000 HPs and 2000 Fuel apiece. This battle can be extremely difficult, but only if Fei and Elly are weak. Go ahead and use **Booster** early on to give yourself a speed advantage and then simply follow the same tactics you used earlier. Fuel may be at a premium, but you may need to use some restoring your Gears with **Frame HPs**.



All the while...

Boss Fight: Seraphita (Grandgrowl) and Tolone (Skyghene)

HP:

5000, 5000

EXP:

26,000, 26,000

GOLD:

5000 (x2)

Attacks:

Skyghene (Triple Aerial Attack, Heal), Grandgrowl (Fire Breath, Heal)

Treasure:

VIT Drive, ETH Drive

Again, be sure to focus first on Skyghene and then on Grandgrowl. Use the same tactics you used during the first battle and you should win easily. Billy fires the Ft. Jasper cannon a second time and scores a direct hit off Babel Tower's mirror, destroying the gate below Ethos H.Q.



Return to Thames

Level Stats

Suggested Level:
58

Goal:
Pass through to Solaris.

Enemies

None

Items

None

Return to Thames

Armor & Accessories

Marshal Rod	1000G	Dervish Dress	1400G
Serpent Sting	1200G	Wind Ring	5000G
B&JM10A Ammo	20G	Earth Ring	5000G
ShotG50 Ammo	30G	Fire Ring	5000G
Penguin Coat	1000G	Water Ring	5000G

Tool Shop

Aquasol	20G	Brown Star	500G
Aquasol S	100G	Red Star	500G
Rosesol	10G	Blue Star	500G
Rosesol S	300G	Hard Star	800G
Zetasol	100G	Speed Star	1000G
Physisol	10G	Igissol	2000G
Mentsol	20G	Aegissol	2000G
Physimentsol	50	Omegasol	50G
White Star	500	Survival Tent	150G

Gear Shop

Fuel Engine	13,000G	Weapons		G-M Terra Ammo	500G
		Chaos RodG	13,200G		
F40-5400	13,000G	G-Matchlock	20,000G	G-M Pyro Ammo	500G
Frame		G-M10A Ammo	100G	G-M Hydro Ammo	500G
WELT-14800	11,900G	G-M10S Ammo	200G	Parts	
VIER-14300	13,600G	G-M10X Ammo	300G	Lens Cover	2500G
HEIM-13000	11,200G	G-M686A Ammo	200G	Engine Guard	5000G
BRIG-15800	12,400G	G-M686S Ammo	300G	Tank Guard	3000G
STIE-16500	13,000G	G-M686X Ammo	400G	Ar Repairer	4000G
RENM-14200	12,800G	G-GG040 Ammo	100G	Motion Guard	4000G
Armor		G-GG060 Ammo	200G	Frame HP10	250G
Z Alloy 40/15	12,500G	G-GG080 Ammo	300G	Frame HP30	750G
RX Metal 50	12,500G	G-M Aero Ammo	500G	Frame HP50	1250G

The party plans to attack **Gate #3**. Fly to Thames, located in the southwest corner of the World Map. The Thames' Gear Shop has some new upgrades for your Gears. Once you've explored the Thames a bit, speak with the Captain on the Bridge (4th floor).

After speaking with the Captain, return to the Yggdrasil III, and save your game. Speak with Sigurd and he'll automatically pilot the Yggdrasil III to **Saragasso** and your party will appear at the bottom of the ocean.



UNDERWATER GEAR TIP

When swimming against the current, use the "running" mode by pressing the **●** button together with the D-pad.

Underwater Tunnel (Gate #3)

Level Stats

Suggested Level:
58

Goal:
Destroy Gate #3, then proceed to Solaris.

Enemies

Aragonite
Death Scythe
Medusoid
Merman
Salvager

Items

Dark Rod
Chest after a right and two lefts
Mermaid Mail
Chest after two lefts
DeathBlower2
Chest after a right, a left, and a right

ELECTRIC AVENUE

Most underwater enemies cast electric attacks. After defeating them, you may receive some **Insulated Ar** or **Insulate Ar + 1**. Equip it before the next fight. You should also consider equipping your Gears with Micas, 02 Cylinders, D Circuits, or Grounds. All of these parts are helpful in the Underwater Tunnel.

Admittedly this area appears to be a bit confusing at first, but you'll soon get accustomed to it. The maze is comprised of several intersections where you can go either left or right. Some paths lead to chests and others lead to nothing. Just remember this, if you're headed toward the screen by pressing down on the D-pad, you're moving toward the Yggdrasil III. That way you're never completely lost. Go forward by pressing up on the D-pad and stay in the middle of the curved cave. At the next two forks in the tunnel, take the left passageways. This leads to an intersection with a strong current that pushes your Gears back. Hold up on the D-pad and use a mixture of swimming and jumping (**X** and **▲** buttons) to swim through the current of the left tunnel. The current is too strong to proceed through the right tunnel at this time.

GETTING BACK

You can return to the Yggdrasil III by holding down on the D-pad from the starting point. Just answer "yes" when asked if you wish to return to the Yggdrasil III.



ahead, you'll come across a dry room with **two treasure chests**. (Don't confuse this room with the room containing a Memory Cube and one chest.) Opening the left empty chest switches off the strong current you encountered earlier.



Leave the treasure room and swim back by holding down on the D-pad to the first intersection. You should see some seaweed in the tunnel where the strong current was coming from. Head into this tunnel and you'll enter a long tunnel covered entirely in seaweed. Follow the tunnel to its end until your Gears are swept up in another strong current. Continue forward by holding up on the D-pad until you find a cave with a Memory Cube and a chest. Enter the blue double doors and prepare to do battle.



Boss Fight: Crescens (Emeralda)

HP:
14,800

EXP:
255,000

GOLD:
10,000

Attacks:

Backflip, Cloud Shower, Falling Rocks

Treasure:

None

Did you upgrade your Gears at the Thames? If so, this battle should prove no problem. Crescens is a master at evasion. You'll have a tough time hitting it with normal attacks, especially X button attacks. Hold back and rely on your weaker attacks to build up your Attack Level 2 combos. Since Fuel shouldn't be a concern in this battle, you should also use **Booster** on each Gear as soon as possible. Crescens has a variety of attacks that can cause around 2000 Hit Points of damage to one hero, and an awesome multi-target attack that causes around 2000 Hit Points of damage to all three of your Gears.





After the battle, Emeralda joins everyone on the Yggdrasil. She and Crescens are tough, with fine special abilities and skills.

After a brief conversation, everyone automatically returns to Shevat to speak with Queen Zephyr. When you're ready to depart, return to Queen Zephyr's chambers and tell Citan you're ready to go.

WARNING!

This is THE LAST TIME you can visit all of the towns on the World Map as it currently appears. If you want to, revisit any place to upgrade your characters or Gears and stock up on supplies. If you need to boost levels, return to Shevat's Shafts. Just in case things go poorly, be sure to save your game while on the Yggdrasil's Bridge, and don't save over your previously saved game.

Solaris Base

Level Stats

Suggested Level:
60

Goal:
Reach the Solaris
Trash area.

Enemies

None

Items

Aquasol DX
Chest in Security
Maze
Crimson Vest
Chest in Sewer
Aquasol DX
Chest in Sewer
Feathered Cap
Chest in Sewer

Item Shop

Aquasol S	100G	Sigmasol	1500G	Blue Star	500G
Aquasol DX	300G	Zetasol	100G	Hard Star	800G
Alphasol	1000G	Physimentsol	50G	Speed Star	1000G
Rosesol S	300G	White Star	500G	Omegasol	50G
Rosesol DX	800G	Brown Star	500G	Survival Tent	150G
		Red Star	500G		

Weapon Shop

Matchlock	12,000G	ShotG70	90G	MatHydro Ammo	150G
B&JM10X Ammo	60G	MatAero Ammo	150G	Crimson Vest	2800G
B&JM686X Ammo	80G	MatTerra Ammo	150G	Feathered Cap	1200G
		MatPyro Ammo	150G		



The Solaris Empire is the root of all the evil our heroes and Ignas have been experiencing.

Check the empty transport tube sitting nearby. Fei is swept away, but at least the world isn't upside-down any more. Fei ends up in living quarters **14-1-6**, which contains a welcome Memory Cube.

WARNING!

Don't save here over your previously saved game prior to taking off from Shevat for Solaris. Save on an open memory block to avoid overwriting your previous save.

Head northwest past a dust chute, and then take the floating platform to living quarters **10-4-1**. You'll reunite with Elly. Exit the 10-4-1 living quarters and go northeast to the second floating platform that goes to living quarters **12-3-6**. Speak with **Samson** and agree with his escape plan to receive the **Work Permit**.



Exit Samson's living quarters and walk to the southeast. Speak with the guard standing in front of a door. You'll automatically follow the guard, who turns out to be Samson. Go northeast through the door to enter a maze. Follow the corridor and enter the elevator in the first room that you come to and you'll go up one level.

Enter the southeast hall and you're deposited in an oddly shaped area with two yellow

Security Cubes patrolling the area. You must make your way through the room without being detected by the Security Cubes. If you're spotted, you'll be carried back to the very beginning of the maze.



HIDING FROM THE SECURITY CUBES

Avoiding the Security Cubes is fairly simple. Just make sure you're never in a corridor with one of them, even if they seem to have their "backs" turned.





After exiting the Security Cube room, enter the next elevator to reach the 3rd floor. Then proceed northeast past the next elevator, and go through the door at the end of the corridor to find Samson. After passing through two security checks, you'll end up in a room full of people. Exit through the double doors to the northeast to appear in **Arbot Plaza**, and then cross northeast over the first skybridge, then northwest over the second skybridge.

There are lots of things to do here. You can hit the shops or you can move right on to your first goal, finding tickets for the upcoming dedication ceremony. After crossing over the second skybridge, walk northwest and enter the building with the revolving green door. Ride the elevator up to the second floor and speak with the woman in red inside the southeast room. Select "Please" to receive tickets to the dedication.



Exit the building and walk southeast until you reach a guard who is blocking your path. Providing you have tickets to the dedication, he'll let you pass through to the ceremony. During the dedication ceremony, Fei and Elly get fingered as infiltrators!



Now in the sewer system, run to the west, crossing back and forth over the water via small bridges and hopping over the many obstacles. During this journey, you'll constantly fight **Security Cubes**. In combat, if the screen displays "Defense Up/Ether Defense Down," then attack the Security Cube with Ether attacks. If the screen shows, "Ether Defense Up/Defense Down," then attack the Security Cube with a physical attacks. (There's no escape from these battles.) Climb the red ladder when you reach the end of the Sewer tunnel.



After exiting the Sewer, Fei and Elly find themselves standing in front of a large gate. Enter the gate, which leads into Elly's family residence. Leave Elly's room, go down the first set of stairs, and try to enter Elly's father's room (first door to the northwest).

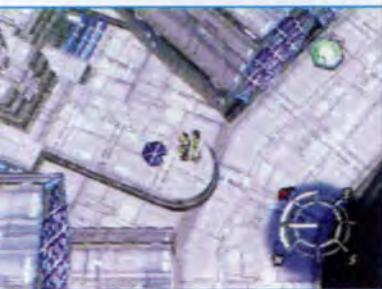


Follow Medena through the southwest door downstairs and speak with her. She promptly heads for the store. Once she is gone, enter Elly's father's room and search the computer terminal behind the desk.



Fei will appear by himself back in town. Go to the upper level, cross over the two skybridges, and enter the building there. Once inside, walk over to the guard next to the southeast door and Fei will meet up with Citan.

Walk southeast through the double doors and you'll go down an elevator, and then pass through a second security checkpoint. Head southwest and follow the corridor past the first elevator and enter the second elevator to go down. Go through the northwest door and you'll be back in the Security Cube hallway. However the Security Cubes are gone this time. Work your way through the area to the exit.



Walk northwest and enter the elevator to go down, and then follow the hall southwest to the exit. Things should look very familiar.

If you wish you can return to Fei's living quarters to rest and save. If not, head west to the dust chute. Search the blue iris on the ground to enter the Solaris Trash Area.

Solaris Trash Area (Part One)

Level Stats

Suggested Level:
62
Goal:
Reach Solaris Trash Area (Part Two).

Enemies

Dorothy, Neo Wels, Orphan, Solaris Guard, Security Cube, Bloody Bros

ITEMS

Extra Ar + 6	In fan pit	Gold Nugget	Chest in examination control room
Hob-Steak	Chest after fan pit	Hob-Meat	Chest in examination room
Aquasol DX	Chest in crate room	Aquasol DX	Chest in conference room
Hob-Steak	Chest in conveyer room	Aquasol DX	Chest in spiral staircase room
Gold Bullion	Input proper code in the computer room	Survival Tent	Chest in spiral staircase room
Gold Nugget	Input proper code in the computer room	Aquasol DX	Chest in Wels prep room
Zetasol	Chest in Soylent Systems room	Ether Veiler	Chest in large jail cell
Gold Nugget	Chest in Soylent Systems room	DeathBlower3	Chest in large jail cell
Aquasol DX	Chest in mainframe room	Dark Helm	Chest in audio password room
Survival Tent	Chest in Memory Cube room	Dark Armor	Chest in bike display room
Muscle Belt	Chest in jail cell	B&J686S Ammo	Chest in map room
Hob-Meat	Chest in jail cell	Silver Ar + 1	Chest in green ramp room
Scales	Chest in jail cell	Extra Ar + 6	Chest in green ramp room
Angelic Robe	Chest in jail cell	Survival Tent	Chest in green ramp room
Eyeball	Chest in jail cell	Extra Ar DX	Chest in hall after green ramps
Hob-Steak	Chest in jail cell	Sonic Wave	Chest in colorful "drill" room
Extra Ar + 6	Chest in examination control room	Silver Ar + 1	Chest in colorful "drill" room
Eyeball	Chest in examination room	Gold Nugget	Chest in colorful "drill" room
		Speed Ring S	Chest in hologram room

GETTING BACK

The Trash area is huge. If you want to back out to the main city, examine the red panel in the first room. A ladder will fall from the ceiling, allowing you to climb out.

Begin by searching the flashing green panel to the northeast of the Trash Chute entrance. Elly appears with the **Army Cardkey**. Re-examine the green panel, and your party will be sucked inside.



Exit the room through the northwest door at the top. Climb the three ladders and enter the room at the top. To get past the fan, you must push the debris, located to the southwest, into its blades. Push the debris by "running" into it. Once the blades have stopped you'll be able to hop into the pit.



Defeating Dorothy

These troublesome beasts can be costly. They only take damage from healing Ethers or items. Use Fei's **Inner Healing** and Citan's **Sazanami** to defeat them quickly.

Drop into the pit and hug the wall so you land on a ledge below. If you miss you'll have to start from the beginning of the Solaris Trash area. If this occurs, work your way back up to the fan and try again. Climb up the ladder found in the pit, and go through the door to the northeast. Follow the corridor to the northeast, then southeast and then turn northeast at the first intersection and go through the door. Go down the stairs and attempt to go through the double doors in the northwest wall.

After the snack, go through the double doors to enter a large room with conveyor belts. Climb the ladder to the southwest, then cross northwest over the bridge all the way to the other side. You'll find a door in the northwest wall leading to a computer room.



Head down to the lower level, and search the computer. The computer works by inputting sets of two numbers. For example, 1-2 may cause something to happen. The codes are random, but you must input codes until you see the message "Foreign Object Scanner" is "Off." Now you can walk on the conveyor belts. You can also find a few items if you get the right codes.



Return to the conveyer belt room. Head southeast across the bridge, but this time take the first ramp down to the northeast and hop onto the conveyer belt. Run northeast against the belt, jumping over the cans, and exit onto the northwest ramp just after you pass under the archway. Head for the double doors to the northeast and enter the next room.



Head southeast over the bridge and then go southwest down the ramp to emerge back in the conveyer belt room. There you'll find a much needed Memory Cube. Save your game and then go through the door in the southeast wall and ride the elevator up.



Cube. Pass through the door at the southeast end of the corridor to enter a large, dark room. Then go down the stairs, walk southeast across the catwalk, and search the small control panel halfway across to turn on the lights.

At the top, go through the door. Head southeast and go through another door to enter a room with a spiral staircase and locked steel doors. Go through the northeast double doors.

Follow the corridor northeast to its end. If you want to explore, the two side rooms here have chests and a Memory



It's the same as Bart's Gear Andvari and the Gear we saw in Shevat... It's an Omnigear!~



Proceed up the stairs to the southwest and through the door at the top. Pass through the double doors to enter a room with jail cells. When you pass the middle cell, a guy from Kislev warns you not to let him out. You can open the cell door by examining the control panel on the wall behind his cell. It's your decision if you choose to fight him, fight no one, or fight everyone in the jail cells for the treasure chests. There are terrific treasures like an **Angelic Robe** and a **Muscle Belt**, however, there's no escape from these encounters.

Exit the room through the southwest double doors, follow the corridor southwest and go through the double doors to find another room of unfortunate souls. You can also fight these captives to get items. Exit the room to the southwest.

Follow the corridor to the northwest past the first two corridors to the southwest, then enter the room to the southeast to find a large conference room. Search the computer terminal, and turn the Security System Lock **"OFF."**



Back in the corridor, head northeast through some double doors to return to the large room with a spiral staircase. Proceed up the stairs and past the now-unlocked red transparent double doors.



In the next hall, head southeast through the intersection and exit through the double doors at the end. Proceed past the oddities and continue southeast to a room full of spinning machines.



Exit the room to the southeast and take a moment to save at the Memory Cube. Continue to venture southeast until you reach a "T" intersection. Then

head northeast until you reach a large steel door. Now it's time to input the following code: **Up, Down, Up, Left, Right**, and then the **X** button to deactivate the door lock.



Head southwest and you'll find three doors. Behind each is a long ramp with a single treasure chest and a door at the top. All three ramps lead to the same area, but you'll want to enter all three rooms to collect all of the treasures.

Exit from the top of one of the green ramp rooms and head southeast. (Don't miss the **Extra Ar DX** at the northwest end of this hall!) Continue past the first three side halls and then take the first path to the southeast and go through the door at the end. You'll find a strange room filled with holographs of your party members.

Exit to the main hallway and go southwest at the intersection. Citan will open a large metal door blocking your path. A moment later Fei is alone and in the dark.

Walk southwest and take the first path to the southeast. Enter the door at the end of the hall and watch as several events unfold. Billy and Bart join Fei at this point in the adventure. Begin by heading southwest to a hatch. Lift the hatch and enter **Krelian's Lab** to rescue Elly.

It's time to split! From the base of the ladder, follow the corridor southwest to the end, and go through the southeast door. You'll enter a room with your other party members, a Memory Cube, and a Blue Change Character Icon. After selecting your party and saving your game, exit this room through the door in the southeast corner.



Solaris Trash Area (Part Two)

Level Stats

Suggested Level:
63

Goal:
Destroy the Solaris Gate (#4) and Solaris.

Enemies

Dorothy
Neo Wels
Orphan
Solaris Guard
Security Cubes
Bloody Bros.

Items

B&JM6865
Ammo Chest in mainframe room

Panalphasol
Chest in bike control room

ShotG70 Ammo
Chest in conference room

Aquasol DX
Chest in 2nd conference room

Survival Tent
Chest in 2nd bike control room

Panalphasol
Chest in hallway

Aquasol DX
Chest in 2nd mainframe room

Solaris Trash Area (Part Two)

After leaving the room through the southeast exit, follow the hall southeast and then southwest to its end and pass through the door in the west wall. At the four-way intersection head south and exit through the door at the end of the hall. You'll emerge in a long, gray metal tunnel. Follow the tunnel southwest and go through the door at the end to enter a new section. Continue southwest until you come to an intersection. Head southwest and follow the hallway to a "T" intersection. Take the southwest route and follow the hall to its end and go through the door. You'll be in another long, gray metal tunnel. Follow the tunnel southwest to the end and go through a doorway to emerge in the next section of the maze.



You are now in a new maze section with blue-green walls. Head into the first short corridor to the southeast and go through the black doorway, and then go southwest through another black doorway. Follow the corridor southwest past the southeast hall (unless you want to save), and go through the black doorway at the end.

Follow the short corridor northwest and go through the black doorway. Head southwest at the "T" intersection, and go through the black doorway at the end. Go southeast when you come to the next "T" intersection and go through the black doorway at the end. You are now in a room with a Memory Cube, a Change Character Icon, and the rest of your party members. Once you've saved and healed everyone exit to the southwest.



Items

Survival Tent

Chest in blue-green room

Hammer's Items

Aquasol S	100G
Aquasol DX	300G
Alphasol	1000G
Rosesol S	300G
Rosesol DX	800G
Sigmasol	1500G
Zetasol	100G
Physimentsol	50G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G
Omegasol	50G
Survival Tent	150G

Hammer's Accessories

Matchlock	12,000G
B&JM10X Ammo	60G
B&JM686X Ammo	80G
ShotG70 Ammo	90G
MatAero Ammo	150G
MatTerra Ammo	150G
MatPyro Ammo	150G
MatHydro Ammo	150G
Crimson Vest	2800G
Feathered Cap	1200G

Grahf makes another appearance. You're given a chance to change your party right before the Boss fight. I suggest taking Citan along, especially if he's beefed up from your trip through Solaris.

Boss Fight: Grahf and Executioner

HP:

6666, 4444

EXP:

0/92,805

GOLD:

0 (x2)

Attacks:

Karate Combo, Fly High
Stomp, Aerial Fireball
Attack

Treasure:

None

This fight should be an easy one. If you have Citan in your party, begin his first turn by casting his **Renki Arcane** ability. Use his next turn by casting his **Senkei Arcane** ability to speed up everyone's attack turns. Focus on the Executioner with seven point Deathblows. The Executioner has an attack that affects the entire party, and also has an attack that will drain all Hit Points from one of your party members. Grahf, on the other hand, can only attack each character individually. You'll limit the damage done to your party if the Executioner is quickly eliminated.

Keep your Hit Points high because Grahf unleashes attacks that can inflict between 200-300 Hit Points of damage.



The whole world seems to be crashing down in a blaze of ignominy.



Taura's House

Level Stats

Suggested Level:
64

Goal:

On to Anima
Dungeon #1.

Enemies

None

Items

None

Follow Taura into the living room. Once Elly and Fei are reunited, head back into Taura's house through the door on the west side, and then into the nanoreactor room. Taura gives Fei an

emotion control device, while Citan receives a new Omnicraft, **Fenrir**.

At this point, Ramsus re-appears. However, Fei's newly rebuilt **Weltall-2** has fabulous new capabilities.



Boss Fight: Ramsus (Vendetta)

HP:

12,000

EXP:

32,397

GOLD:

50,000

Attacks:

Blaze Pose, Megaflare

Treasure:

None

Make this a quick fight. For the first three rounds, use the **Attack Level Infinity** combos to crush Ramsus' Gear. If for some reason Vendetta is still standing after three turns, simply choose the **System Id Mode** from Weltall-2's Special Option menu and the battle should be over in a few more turns.

Ramsus goes into a Blaze Pose every few turns and does nothing, but then hits Weltall-2 for about 3000 points of damage. Since Weltall-2 has a high number of Hit Points, this shouldn't be much of a concern.



After defeating Ramsus, great destruction rains down on Ignas. You're then given the option to save your game.

Yggdrasil IV

Level Stats

Suggested Level:
65

Goal:

Break through to
Anima Dungeon #1.

Enemies

None

Items

None

Bart activates the secret battleship (the red structure in the center of Kislev) and combines his ship to form the Super Dimensional Gear **Yggdrasil IV**.



Boss Fight: Ft. Hurricane

HP:

15,000

EXP:

32,367

GOLD:

50,000

Attacks:

Blue Star

Treasure:

None

*This battle is a piece of cake. Enable **Booster** right away to speed things up, and then just unload on the enemy with **X** button attacks. With the Super Dimensional Gear Yggdrasil IV possessing 99,999 Hit Points, it's going to be a quick fight!*



Boss Fight: Sufal Mass and Four Sufals

HP:

4800

EXP:

97,191

GOLD:

30,000

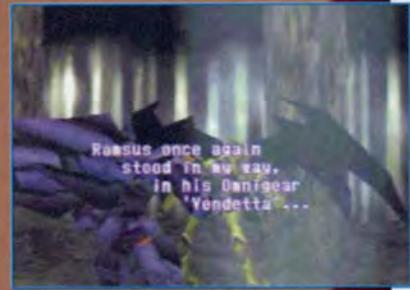
Attacks:

Sufal Mass

Treasure:

Pilot Shield, Gold Nugget,
Gold Bullion

Sufal Mass plays the waiting game and its hits are weak at best. Destroy all of the Sufals but one, or the Sufal Mass will launch its ultimate attack. Be careful what attacks you use—elemental-based seven point Deathblows heal Sufal Mass, so it's better to stick with your best six pointers. After destroying the Sufal Mass, defeat the remaining Sufal.



There's one wrinkle, though: If the battle lasts too long, the Sufal Mass will eliminate the last Sufal, so it can cast its super powerful attack against your party.

Anima Dungeon #1

Level Stats

Suggested Level:
66

Goal:
Anima #2 and the Anima Relics.

Enemies

Defencer
Death Eater

Items

Ether Guard
Starlight
Zetasol DX
King's Helm
Gold Bullion
Wizardry Ring
Survival Tent
Zetasol DX

Chest behind Shopkeep Johnny
Chest across from Shopkeep Johnny
Chest on outside of dome
Chest on outside of dome
Chest near entrance
Chest in dark room
Chest in hall after dark room
Chest in computer room

Items

Shopkeep Johnny

Aquasol	20G
Aquasol S	100G
Aquasol DX	300G
Rosesol	100G
Rosesol S	300G
Zetasol	100G
Physisol	10G
Mentsol	20G
Physimentsol	50G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G
Igissol	2000G
Aegissol	2000G
Omegasol	50G
Survival Tent	150G

Accessories					
Wonder Whip	6200G	Shot G50 Ammo	30G	Black Helmet	2000G
Yamame Sword	12,000G	Shot G60 Ammo	60G	Power Ring S	800G
B&J686S Ammo	20G	Shot G70 Ammo	90G	Stamina Ring S	600G
B&JM10S Ammo	40G	Shot G80 Ammo	120G	Speed Ring	1200G
B&JM10X Ammo	60G	Mat Aero Ammo	150G	Guardian Ring	2000G
B&JM686A Ammo	40G	Mat Terra Ammo	150G	Evasion Ring	3000G
B&JM686S Ammo	60G	Mat Pyro Ammo	150G	Body Guard	8000G
B&JM686X Ammo	80G	Mat Hydro Ammo	150G	Mind Guard	8000G
Godson Ammo	200G	Black Leather	2000G		

Gear Shop

Fuel			Armor			Parts		
Engine			Z Alloy 50/20	15,000G		Extra Ar + 7	400G	
G45-4600	18,000G		RX Metal 60	15,000G		Ether Ar + 1	2000G	
S50-6600	24,000G		Z Alloy 60/25	20,000G		Lite Ar + 3	600G	
N55-5800	24,000G		RX Metal 70	20,000G		FX Cleaner	5000G	
Frame			Weapons			A Charger	2500G	
WELT-21200	15,100G		Sonic Whip	16,800G		Frame HP10	250G	
VIER-17000	15,600G		Yamame Sword	13,000G		Frame HP30	750G	
HEIM-19000	13,300G		Matchlock	20,000G		Frame HP50	1250G	
BRIG-15800	12,400G		M10X Ammo	300G		Frame HP70	1750G	
BRIG-22200	15,000G		M686X Ammo	400G		Frame HP90	2500G	
STIE-16500	13,000G		GG080 Ammo	300G		Tank Guard	3000G	
STIE-20000	14,200G		GG100 Ammo	400G				
RENM-14200	12,800G		M Aero Ammo	500G				
RENM-20800	14,900G		M Terra Ammo	500G				
#17-22000	15,000G		M Pyro Ammo	500G				
CRES-17200	12,500G		M Hydro Ammo	500G				

FLUSH

After completing the previous dungeon, the party should have plenty of Gold to spend at **Shopkeep Johnny's** for Gear and character upgrades.

Get into your Gears and walk to the northwest. Along this path, you will encounter a Memory Cube, a **Character Change Icon**, and a robot, called Shopkeep Johnny. Head north following the highway-like path across a bridge until you reach the domed building. Exit your Gears to enter the building.

Start by heading to the north, and then go east at the first intersection. Continue up the stairs and follow the corridor north until you come to a corridor leading west. Turn west and pass through the door to a covered walkway. Enter the doorway at the north end of the covered walkway to find a dark room. You need to find a way to unlock the doors in this room. See the red sparks shooting from the panel along the west wall? Jump up and examine the panel and then examine the computer terminal to the right of the chair. Upon examination, you will discover the replacement **Fuse** is in the next room behind the locked door.



Exit the dark room and head back across the walkway to the main hallway. Head north at the intersection and enter the door at the west end of the hallway. Search the crate in the southwest corner to retrieve a **Fuse**.

Return to the dark room and examine the panel with the red sparks by pressing the **X** button to replace the fuse. This turns on the

lights and the computer. Next, face the computer terminal, and press the **X** button to disengage the **A Door Lock System**.



Pass through the north door and follow the corridor to a "Y" intersection. Follow the southwest branch all the way to its end, and enter the door along the west wall.



Examine the computer terminal on the north side of the door by pressing the **X** button. When prompted, input the Activation Code. Enter the code **0, 3, 2, 0** to activate the system. Now search the computer terminal on the west side of the room to disengage the **B Door Lock System**.

Exit the room and follow the corridor north and go down the first

corridor to the east. Enter the doorway at the end of the corridor and ride the elevator down into a large, circular room with a Memory Cube. Go through the doorway along the north wall and you'll find a control room.



Walk north and search the central computer terminal to unlock the **Central Elevator**. Exit the control room and search the large, circular platform in the center of the room to activate the

Central Elevator. Ride the elevator down and search the four computer terminals around the circular path, labeled **Address A**, **Address B**, **Address C**, and **Address D**, and input the proper code at each computer terminal. The correct codes for the computer terminals are: **Address A = 2**, **Address B = 4**, **Address C = 8**, and **Address D = 5**.

After inputting the correct codes on the four computer terminals, search the black cabinet with the blue lights next to Address A, and select the third option, **"Release Lock."** After doing so, the message **"Anima Relic Released"** appears. Return to the elevator and go down.

Proceed east through four double steel doors into a large circular room with the **Anima Relic**. After activating the control panel, Billy appears and aligns with the first Anima Relic.

At this point, your party is confronted by the four Elements: Dominia, Kelvena, Seraphita, and Tolone.



Bosses: Elements

HP:

4000, 2000,
2000, 2500

EXP:

30,000

GOLD:

10,000

Treasure:

STR Drive,
ETH Drive,
VIT Drive,
ETHDEF Drive

Attacks:

Steal all EP,
Wind Storm,
Positron Beam

Start this battle by speeding up everyone if you have Citan or Billy in your party. This makes the fight much easier. Kelvena (the water-based Element in blue) cures everyone in her party, so knock her out first. Use either fire-based seven point Deathblows or charge up the AP Bars and hit her with a 28 point AP combo to defeat her. To perform a fire-based Deathblow, press the **△, □, ▲, and X** buttons. Remember that your character must have learned the attack and have 7 AP available. Avoid using other elemental-based Deathblows against Kelvena because they will heal her.

Next, you'll probably want to get rid of Seraphita (the pink haired, fire-based Element), because she drains your characters' EP. Press the **□, ▲, ▲, and X** buttons to perform a water-based attack and avoid using the other seven point Deathblows against her, since they will heal her instead of causing any damage. You can also kill her with one 28 AP combo.

You should go after Tolone next (the wind-based Element in green). She can also be killed with a 28 AP combo or you can use normal Deathblows against her. She'll fall fairly quickly. You can also use an earth-based Deathblow by pressing the **△, ▲, □, and X** buttons.

The game forces you to save Dominia (the earth-based Element in red) for last, because if you attack her while any of the other Bosses remain, she automatically heals herself. Also, once Dominia is the last Boss remaining, she becomes more difficult to defeat. She becomes faster, plus she has a powerful new attack that can cause between 150-300 points of damage to your characters. Use either seven point Deathblows or a 28 point AP combo to finish her off.



After this fight, you'll immediately appear in your Gears outside of the building, ready to fight the four Elements in their Gears. However, their Gears combine into one huge Gear.

Boss Fight: G Elements

HP:

45,000

EXP:

319,068

GOLD:

30,000

Attacks:

Kishin Sword, Light Ray

Treasure:

Kishin Sword

Their attacks are the same as before, except now there's only one attack per round. The Boss typically only hits for around 2000 Hit Points of damage normally, although some attacks can inflict close to 5000 Hit Points of damage. Begin the battle by using **Booster** on everyone. Then have everyone but Fei use Attack Level 2 combos every other turn. If your other characters can reach Attack Level 3, you should consider building up to Attack Level Infinity, especially when your Gears have taken some damage. Have Fei use the **System Id** technique to put Weltall-2 at infinity attack level for three rounds. This way, he'll be able to cause about 5000 Hit Points of damage to the Boss each turn. When the effect runs out, simply activate it again.



Near its demise, the Boss rips into the party with the **Kishin Sword**, causing 6500 points of damage. Be sure you keep each Gears' HP over 7000.

Anima Dungeon #2

Level Stats

Suggested Level:
68

Goal:
Showdown with Hammer, and reach Mahanon.

Enemies

Croaker Tribe
Griffon
Tusk-Tusk

Items

Aquasol DX
Chest in pit
Ether Doubler
Chest in water room
Ether Guard
Chest in pit
King's Helm
Chest in water room
Rose Tabard
Chest in trap hall
Survival Tent
Chest in green room
Aquasol DX
Chest in trap hall
Beastly Robe
Chest under trap hall

Shopkeep Johnny is back, along with a Memory Cube, and a Character Change Icon.

NOTHING NEW FROM SHOPKEEP JOHNNY

Shopkeep Johnny's complete equipment line for characters and Gears is the same as in Anima Dungeon #1.



This place has conflicts galore. Fortunately, the wimpy **Croaker Tribe** and the **Tusk-Tusk** are Fei's only enemies. They do carry lots of experience points to boost levels.

There's a boulder along the north wall near the Character Change Icon. Push it aside by "running" into it from its east side.

Exit your Gears and go through the north doorway (the one behind the rock) by facing it and pressing the **X** Button. This takes you inside a **"puzzle room."**

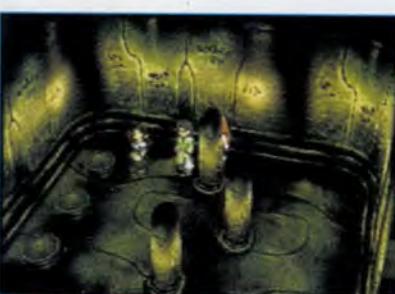
Examine the wall clues in the corners of the room, and all three of the pillars. If you don't read each of the three pillars, you cannot complete the puzzle room.

From where you received the clue **"4 Steps South, 10 Steps West"** (east wall), walk south about four steps. Now walk west just below the southernmost pillar and press the **X** button when you reach the wall. This makes a stone drop from the ceiling. Push the stone into any hole in the floor.

Search the northern side of the west pillar to make a second stone fall from the ceiling. Jump onto the stone, and then jump up onto the middle pillar. Once there, jump straight up into the air to make a third stone fall from the ceiling.



Push the remaining two stones into the remaining two holes. This will cause two large stone pillars in the main chamber to fall together, creating a bridge to the other side of the room.



Exit the puzzle room and get back into your Gears, and then cross east over the pit using the leaning pillars. Head through the east door to a room with a lake. Walk southeast to a small ledge

that your Gears can't cross. Exit your Gears and follow the ledge across the lake and go through the door in the north wall.



Walk through the green hall and go through the door at the east end to enter a second hall with traps built into the floor. You can hop over the traps to reach the chests. You **MUST** fall into the third gap, but as you're falling, make sure you press toward the east on the D-pad. This will make the team land in a hidden passageway. If you hit the bottom instead, head to the west to return to the green hall just before the pit room and try again.

Head through the east door and walk east into the room's center. Remain still as the spikes fall.

Hop east onto the outer ledge of the spike platform and it will begin to carry you upwards. When the platform reaches the top, walk through the door in the east wall.

Take note of the four switches in this room: two on the floor right in front of the pit, and one each on the south and north sides of the room.

Your goal is to make the water pit have a **volume of 5**. The water pit starts at a volume of 0. You can figure this out logically for a challenge, or just follow these instructions to drain the pit. Activate them in the following order:

South wall switch
 South floor switch
 North wall switch
 North floor switch
 North wall switch
 North floor switch
 South wall switch
 South floor switch
 North wall switch
 North floor switch



Jump down onto the new ledge, and proceed through the door to the east. Head to the south to a chest with a **Beastly Robe**. Walk back north to the intersection and push the boulder to the west by holding up on the D-pad to clear the path. Return to the main area outside and get back into your Gears.



Drop down into the now dry lakebed and go through the door to the east. Inside, you'll find a Memory Cube. From the Memory Cube, walk to the northeast across the narrow rock ledges to a small door in the east wall. Exit your Gears and go through this door.



Once inside, pass through three security doors to the room with the **Anima Relic**. While searching the control panel, Rico will obtain his new Omnidgear and then your characters will automatically exit the area.

Boss Fight: Hammer

HP:

48,000

EXP:

348,174

GOLD:

0

Attacks:

Gel Breath, Self-Modification,
Tail Sting (Def Down)

Treasure:

Trader Card/None
(if you escape)

Start the battle by using **Booster** on everyone. Then have Fei begin using the **System Id** option to inflict some serious damage. The other Gears should focus on Attack Level 2 or 3 combos. Hammer's first **Self-Modification** is a doozy, causing 5000 Hit Points of damage. Other than that, this battle is simple. When Hammer turns red and says that he has "**a really bad feeling**," it's time to escape—or else! In other words, flee the battle using the **Escape command**. Each of your Gears will have at least one more turn at this point; don't consider defeating Hammer unless Fei is currently in **System Id** and your other Gears can attack Hammer with at least Attack Level 3 attacks.



Above the Floating Continent of Mahanon

Level Stats

Suggested Level:
70

Goal:
On to the Merkava Core.

Enemies

None

Items

None

From the Gun Room, descend to the lower level and enter the southwestern residence to find Elly. After speaking with Elly, you'll have a chance to access the menu, change your party members, or continue with the game.



Boss Fight: Deus

HP:

40,000

EXP:

363,345

GOLD:

30,000

Attacks:

Halve All HPs, Starry Night

Treasure:

None

You must exhibit tremendous patience while Deus hammers away. Only Deus can hurt itself during the battle. If one of your characters uses an attack, Deus cures itself for 16,000 HPs. At the start of the battle, have each of your characters use their ▲ button attack. Deus will heal for 16,000 HP after each attack, but its HPs are already full. This enables each of your Gears to obtain an Attack Level 1 attack. **Charge** and use **Frame HPs** when a Gear's HP is down to about 5000. Once Deus slumps to the ground, watch its Hit Points closely. Once Deus' Hit Points drop to around 1250, you'll be able to finish it off with an attack. If you have Fei activate the **System Id** option, you can use an **Attack Level Infinity** combo to finish this tough enemy when its Hit Points decrease to about 5000.



Merkava Central Core

Level Stats

Suggested Level:
71

Goal:

Startling revelations, and the final showdown against Ramsus and Miang.

Enemies

None

Items

None

Repair Robot Character Items

Aquasol	20G
Rosesol	100G
Omegasol	50G
Survival Tent	150G

Gear Items

Fuel

Engine	
G45-4600	18,000G
S50-6600	24,000G
N55-5800	24,000G

Frame

WELT-21200	15,100G
VIER-17000	15,600G
HEIM-19000	13,300G
BRIG-15800	12,400G
BRIG-22200	15,000G
STIE-16500	13,000G
STIE-20000	14,200G
RENM-14200	12,800G
RENM-20800	14,900G
#17-22000	15,000G
CRES-17200	12,500G

Armor

Z Alloy 50/20	15,000G
RX Metal 60	15,000G
Z Alloy 60/25	20,000G
RX Metal 70	20,000G

Weapons

Sonic G Whip	16,800G
Yamama Sword	13,000G
M10X Ammo	300G
M686X Ammo	400G
GG080 Ammo	300G
GG100 Ammo	400G
M Hydro Ammo	500G

Parts

Extra Ar DX	500G
Ether Ar + 3	4000G
Lite Ar + 3	600G
FX Cleaner	5000G
A Charger	2500G
Frame HP10	250G
Frame HP30	750G
Frame HP50	1250G
Frame HP70	1750G
Frame HP90	2500G

Your next stop is the Razeal Computer Cavern. The Gear **Alpha Weltall** will appear and defeat your party members. Eventually, you get to save your game and you'll end up in the **Merkava Central Core**.

You'll appear in a circular room with a Memory Cube and a **Character Change Icon**. If you go through the eastern doorway, you'll find a Robot who will sell you character items and Gear Parts. Pick up a new whip for Bart's Andvari, and some new Gear Armor. Concentrate on **Ether Defense**.



BATTLE PLAN

Ramsus and Miang, the next two Bosses, have devastating Ether attacks. Equip armor and parts that raises Ether Defense (like **Z Alloy 60/25** and **Ether Ar +3**) at the expense of normal Defense. There will be no chance to cure between battles. Since buying new equipment can be costly, purchase equipment only for your current party members and consider selling off any surplus parts.

When you've made the proper preparations, head north from the Memory Cube room.

Boss Fight: Ramsus (Amphysvena)

HP:

28,000

EXP:

190,000

GOLD:

50,000

Treasure:

Golden Vest

Attacks:

Wave #3 Demiser,
Blaze Pose,
Terra Flare (Eth Attack)

Ramsus begins the battle by casting **Wave #3 Demiser**, which reduces everyone to a single HP. He then takes turns increasing his skills and attributes so he can cast Wave #3 Demiser again (about every 10 turns). You must restore your Gears and try to defeat him before he performs the spell again. Use a **Frame HP30** or any other **Frame HP** on each Gear once. That should give you enough HP to make it through. Then use **Booster** and Fei's **System Id**. In the end, Ramsus hits for 2000 HPs, and then doesn't do much of anything, until recasting Wave #3 Demiser.



Boss Fight: Miang (Opiomorph)

HP:

22,000

EXP:

190,000

GOLD:

0

Attacks:

Wave #4 Devastator

Treasure:

None

Hopefully, Weltall still has at least 1100 in Fuel and your other party members have around 3000. Use **Frame HPs** if you must, but try to conserve Fei's Fuel for the **System Id** option.

Like Ramsus, Miang's **Wave #4 Devastator** is extremely deadly. However, unlike Wave #3 Demiser, the damage is directly correlated to the amount of damage Miang receives from your party. This can be between the 0 to 5000 range, and occurs every five turns or so.

Miang, with lower Hit Points, automatically increases her defense and magic power when any party member attacks. After five rounds or so, she unleashes the Wave #4 Devastator, which returns her defense and magic power to normal levels.

Use Fei's **System Id** Attack. If Miang kills just one hero, she'll attack every round. Slowly build your character's Attack Levels as high as possible, but don't attack more than three times between her Devastator attacks. Sometimes, when she is close to defeat, Miang's Ether attack power increases after she casts Wave #4 Devastator, no matter what you do. If this occurs, enable **Booster** and use your strongest attacks to take her down.



Viewing the Past

Level Stats

Suggested Level:
72

Goal:

More astonishing bombshells and events. Fei gets Xenogears. Pass through to Shevat's remnants, the Snowfield Hideout.

Enemies

None

Items

None

Boss Fight: Id

HP:

30,000

EXP:

200,000

GOLD:

0

Attacks:

Flying Blaze

Treasure:

None

Id's attacks can cause about 2000 Hit Points of damage.

Use **Booster** on all of your Gears, and then follow up with Attack Level 1 or Infinity combos. By now, you should have equipped **Frame HPs** on all of your Gears—use them if you must. Compared to the last fight, this one is much easier.

After a few rounds of fighting Id, **Wiseman** appears. Fei then obtains his ultimate Gear, **Xenogears**.



Boss Fight: Grahf (True Weltall)

HP:

15,000

EXP:

198,000

GOLD:

0

Attacks:

Fireball

Treasure:

None

Xenogears have 30,000 Hit Points and lots of Fuel.

Unfortunately the **System Id** option is gone, but you won't need it. Use **Booster** and either trash Grahf with Attack Level 1 combos, or build Xenogear's Attack Level up to Infinity. Grahf's melee attacks cause around 2000 Hit Points of damage, as does the **Fireball** attack.

Special attacks every other turn cause up to 3000 Hit Points of damage.



Shevat in Ruins (Snowfield Hideout)

Level Stats

Suggested Level:

73

Goal:

The Final Dungeon is next!

None

Enemies

Items

Wizardry Ring

Chu-Chu display case

Yamato Belt

Chu-Chu display case

Hero Costume

Chu-Chu counter

Hercules Ring

Chu-Chu counter

Vivid Turban

Chu-Chu display case

Speed Shoes

Chu-Chu display case

Hercules Ring

Give Midori back her ring

Kijin Sword

Give Kishin Sword to weapon specialist

Emer Jr. Doll

Beat Kanna the penguin once at the card game

Aveh Guard's Item Shop

Aquasol S	100G
Aquasol DX	300G
Alphasol	1000G
Rosesol S	300G
Rosesol DX	800G
Sigmasol	1500G
Zetasol	100G
Physimentsol	50G
White Star	500G
Brown Star	500G
Red Star	500G
Blue Star	500G
Hard Star	800G
Speed Star	1000G
Omegasol	50G
Survival Tent	150G

Old Woman's Accessory Shop

Sonic Wave	5600G	Mat Terra Ammo	150G
Thor's Thunda	7500G	Mat Pyro Ammo	150G
B&JM10X Ammo	60G	Mat Hydro Ammo	150G
B&JM686A Ammo	80G	Ether Stone	500G
Shot G70 Ammo	90G	Ether Stone Lg	2000G
Godson Ammo	200G	Anti Eth Stone	500G
Shot G80 Ammo	120G	Anti Eth Rock L	2000G
Mat Aero Ammo	150G		

Old Man's Gear Shop

Fuel	GG100 Ammo	400G
Engine	M Aero Ammo	500G
Y60-7000	M Terra Ammo	500G
X70-8000	M Pyro Ammo	500G
Frame	M Hydro Ammo	500G
HEIM-27000	GG100	400G
BRIG-26000	M Aero	500G
STIE-30000	M Terra	500G
RENM-24800	M Pyro	500G
#17-30000	M Hydro	500G
CRES-20800		
Armor	Parts	
Z Alloy 60/25	B Circuit	250G
RX Metal 70	Extra Ar + 7	400G
Weapons	Ether Ar + 2	3000G
Thor GWhip	Lite Ar + 3	600G
M686X Ammo	FX Cleaner	5000G
	A Charger	2500G
	Frame HP10	250G
	Frame HP30	750G
	Frame HP50	1250G
	Frame HP70	1750G
	Frame HP90	2500G



Shevat's dismal presence is marked by a small stone marker on the ground. That once lofty and genteel city was literally blown out of the sky.

Terrific upgrades are available for all Gears, including Fei's **Xenogears**. Exit the Memory Cube room. This takes you to a large plaza with shops. Enter the door just east of the Gear Shop.

Poor Chu-Chus

Paying the waitress 20,000G for a bunch of birds may seem like a waste, but wait until you see where that lift takes you. The Chu-Chu area is chock full of great items, and you only have to pay the 20,000G to get them all. Search carefully.

Super Deluxe Music Box

Look for the treasure hunter in one of the tunnels off the main room. Give him a **Gold Nugget** and keep checking back with him. Then give him a **Gold Bullion** when he asks for an additional incentive. A little while later, he'll uncover the **Super Deluxe Music Box**. Now you can listen to a large list of theme songs from throughout the game.

Follow the path down to the bottom, and then head northwest. Jump up onto the round platform with the man standing on it. Go northwest, and climb a ladder to the outside. Now ascend the sets of stairs and speak with **Queen Zephyr**.

Midori's Ring

Did you find **Midori's Ring** in the flowerbed way, way back at the beginning of the game? If so, take it to her now and she'll give you something in exchange.

New Weapon for Fenrir

Take the **Kishin Sword** to the weapon specialist located in the hall next to the Gear Shop. He'll transform the Kishin Sword into the **Kijin Sword**. The weapon specialist won't take the sword unless it is unequipped from Citan's Gear, Fenrir.

Afterwards, return to the main room. You can exit the **Snowfield Hideout** by going through the doorway just west of the room with the Memory Cube. This will take you outside and next to the **Yggdrasil IV**.

SIDE QUESTS AVAILABLE NOW!

The Final Dungeon! We know you're anxious to get on with it, but how about a few interesting detours? Explore an uncharted isle, return to an old friend, investigate a spooky lighthouse, and sweat up a storm in a burning desert. If you enter the Final Dungeon now, you won't be able to access these wonders.

The Final Dungeon (Deus)

Level Stats

Suggested Level:
75 (Anything over 65 is doable, but 75 is better!)

Goal:
Complete the adventure!



indicate lower levels. Although this looks complicated, just pick out a place you want to go, and follow the maps.

Take the path north and turn northeast at the fork. Continue north and you'll find a red laser moving on the floor. Dodge the laser by hopping over it, and then head northeast again. At the next intersection, head southeast and then northeast again at the first chance you get. There's a Memory Cube to the southeast, which you may want to use. Head north to reach the next section.



Step off the ledge and you'll begin falling down a long tunnel. There are red lasers spaced throughout the tunnel. Do your best to dodge them by "steering" around them using the D-pad.

You will land in a large area with a bunch of connected platforms. This large room is the key to success in the dungeon. Note, from the map, just north of the center is a **sextagonal pod with a red circle inside**. This is your ultimate destination!



Enemies

Sword Seraph
Medusoid
Eagle Gunner
Eagle Armor
Eagle Blade
Wind Seraph
Water Seraph
Edin
Earth Seraph
Fire Seraph
Power Seraph
Heal Seraph

Items

Pilot Shield
Chest in pod room
Shopkeep Johnny

Item Shop

Aquasol	20G
Rosesol	100G
Omegasol	50G
Survival Tent	150G

Repair Robot

Fuel

Engine

Y60-7000	32,000G
X70-8000	50,000G

Frame

HEIM-27000	15,500G
BRIG 26000	16,200G
STIE-30000	17,400G
RENM-24800	16,200G
#17-30000	16,200G
CRES-20800	14,500G

Armor

Z Alloy 60/25	20,000G
RX Metal 70	20,000G

Weapons

Thor Whip	13,000G
M686X Ammo	400G
GG100 Ammo	400G
MAero Ammo	500G
MTerra Ammo	500G
MPyro Ammo	500G
MHydro Ammo	500G

Parts

B Circuit	250G
Extra Ar DX	500G
Ether AR +3	4000G
Lite Ar +3	600G
FX Cleaner	5000G
A Charger	2500G
Frame HP10	250G
Frame HP30	750G
Frame HP50	1250G
Frame HP70	1750G
Frame HP90	2500G
Engine Guard	5000G



There are no enemies in this room, but the tunnels to the sides are full of fights!

Take the elevator connected to the starting platform down, then head south, and then take the elevator on the next platform up. Proceed to the southeast to the next pod and jump up on the top to find a huge switch. Examine the switch to move the lower platform over. Take the elevator down to the lower level and head east along the new path.

Go up at the next elevator platform and then go north. Go down a level and then head northeast.

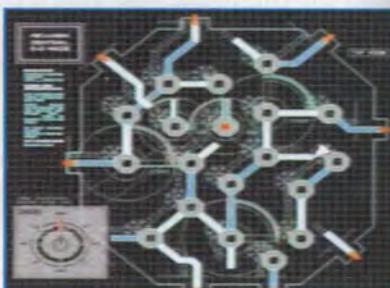
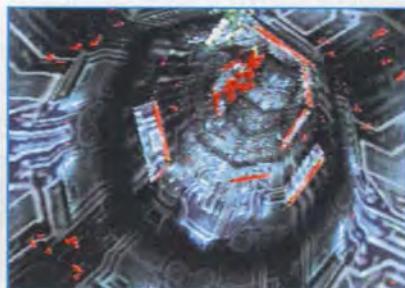
You'll find a column of light on top of the next platform. Hop up and examine the light to move a platform on the opposite side of the room. Now backtrack to where you threw the first switch (southwest, up, south, down, west, up). Head northwest from the switch to a junction and then go southwest then southeast to a door that leads into the tunnels.

Angel Armor

All of the enemies in this section are Seraphs. Each of them can perform the **Halo/Angel** Attack, which causes as much as 9999 Hit Points of damage. These enemies also tend to drop items that help protect against the Halo attack. Be sure to equip them! The best are the **Angel Ar +1** and the **Anti Angel Sys**.

Head south and take the first path to the east. At the **“T” intersection**, go south, and then take the southeast path at the junction. This puts you back in the main room in the upper northeast corner. Proceed to the next platform and ride the elevator up. At the end of the northwest path you'll find a **Restoration Robot**. Return here anytime you need some repairs.

Head back down and return to the tunnels. Go northeast until you reach the junction, but this time head southwest and take the first path south. In the main room, continue south and ride the elevator up at the first platform. Walk east and climb onto the platform at the end to find another light column. Examine the light column to complete the path to the next gate.



Backtrack to the west and take the elevator platform down a level. Go southwest and then go up a level. Cross the bridge south and stop. There's a switch on top of this platform that controls the bridge that you just crossed. If you're in need of some serious repairs, you may want to throw the switch and return to the **Restoration Robot**, but you'll need to backtrack here once you're ready to move on.



Go down a level and head west into another section of tunnels. Head northwest at the split and then turn north at the "T" intersection. You're almost to the gate. Continue southeast in the main room and go down a level. Cross the bridge to the east and you're there. Hop in and get ready for another wild ride. Do your best to dodge the lasers.

Level Stats

Suggested Level:
75

Goal:

It takes a maximum of 6 victories to win the adventure.

Enemies

The Ultimate Bosses

Parts

B Circuit	250G	Frame HP10	250G
Extra Ar DX	500G	Frame HP30	750G
Ether AR +3	4000G	Frame HP50	1250G
Lite Ar +3	600G	Frame HP70	1750G
FX Cleaner	5000G	Frame HP90	2500G
A Charger	2500G	Engine Guard	5000G

You land near a Memory Cube and a Character Change Icon. Through the east door you'll encounter Shopkeep Johnny, who, in addition to his normal goods, gives you the option to return outside.

NEED MORE OOMPH?

Return to the outside to build up experience or Gold. But be careful, because there's no confirmation request when choosing **Go Outside**. Once back on the World Map, Fei must fight through this Final Dungeon again.



Head north down the long path to Deus and jump into the pit. There you'll find Deus along with the rest of the gang.

Items

None

Shopkeep Johnny

Item Shop

Aquasol	20G
Rosesol	100G
Omegasol	50G
Survival Tent	150G

Weapons/Accessories

Power Ring
Stamina Ring
Speed Ring
Guardian Ring

Gear Shop

Fuel Engine

Y60-7000	32,000G
X70-8000	50,000G

Frame

HEIM-27000	15,500G
BRIG 26000	16,200G
STIE-30000	17,400G
RENM-24800	16,200G
#17-30000	16,200G
CRES-20800	14,500G

Armor

Z Alloy 60/25	20,000G
RX Metal 70	20,000G

Weapons

Thor Whip	13,000G
M686X Ammo	400G
GG200 Ammo	400G
MAero Ammo	500G
MTerra Ammo	500G
MPyro Ammo	500G
MHydro Ammo	500G

Your huge host is surrounded by four deadly accomplices. If you want, go for the main villain, **Deus**. However, each of Deus' comrades you defeat causes Deus to lose a special attack. Consider having your more delicate characters finish off the accomplices, while saving your best party members for the last battle. If you attack Deus without defeating its pals first, your quest may be doomed to failure.



PREPARING FOR THE BIG ONE

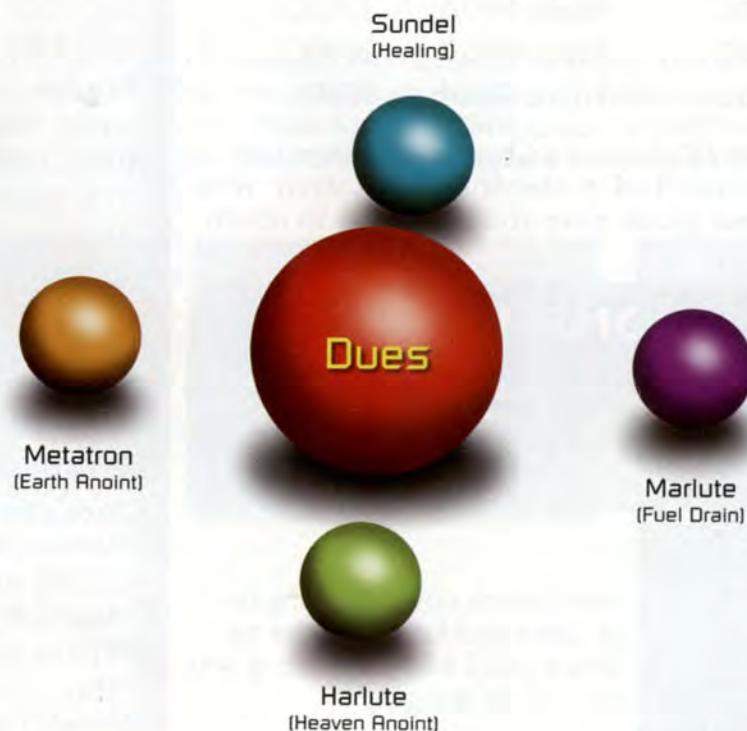
There's no retreating from the Final Dungeon. Equip all Gears with top-of-the-line equipment. If money is scarce, ravage some enemies until 500,000G is in Fei's coffers.

All Gears should be equipped with **Frame HPs**, and first-rate armor—perhaps even two pieces!

You don't have to attack the four Sub-Bosses surrounding Deus, but it's highly recommended. With each Sub-Boss that you defeat, you'll lower the final Boss's Hit Points and remove one of its special abilities. Start fighting the Sub-Bosses by choosing your three strongest characters you don't want to take into the final battle. Fight and defeat a Sub-Boss and then replace any characters that are extremely low on Hit Points and Fuel. You should be able to defeat all four Sub-Bosses using only four or five characters.

Deus starts off with 75,000 Hit Points and four special abilities (Earth Anoint, Healing, Heaven Anoint, and Fuel Drain). Each time you defeat a Sub-Boss, Deus loses one of these four special abilities, depending on which Sub-Boss you've defeated. Deus' Hit Points are also lowered to 52,000 if you've destroyed between one to three of the Sub-Bosses. If you destroy all four Sub-Bosses you'll lower Deus' Hit Points to a measly 40,000.

Attack one of the Sub-Bosses to determine which Boss it is that you're fighting, then carefully plan your attack using the provided chart. It's hard to tell which Sub-Boss you'll be fighting first, so be prepared to take on any one of them.



Boss Fight: Harlute

HP:

45,000

EXP:

1

GOLD:

0

Attacks:

Heavenly Anointment

Treasure:

None

Harlute looks like a vortex. Harlute possesses lousy agility, so it attacks infrequently. Use your **X** button attacks and Attack Level combos. Its **Heavenly Anointment** causes multiple status effects that can lower your accuracy, evade rate, cast slow, or cause a power loss. Harlute will freeze all but one of your characters every few turns. That unfrozen character will be the only one who can attack. Use **Booster** and stick with Attack Level 1 combos.



Boss Fight: Marlute

HP:

54,000

EXP:

1

GOLD:

0

Attacks:

Fuel Drain

Treasure:

None

Marlute looks like a flat, golden phoenix on the floor. Marlute drains Fuel every other round. You can't use Attack Level combos here, so you'll have to rely on your **X** button attacks. Equip all of your Gears with Z Chargers, Tank Guards, and Frame HPs. Marlute won't be able to drain your Fuel since you have Tank Guards. Simply Charge if you need to and the Z Chargers will provide 500 Fuel with each charge, but you'll only need to do so if your Hit Points are low. It's best to try and build everyone up to Attack Level Infinity before Charging. That way you get the 10X effect on your Charge and fill each character's tank with 5000 Fuel, but only if you have Z Chargers equipped on your Gears. This battle takes a lot of patience.



Boss Fight: Metatron

HP:

45,000

EXP:

1

GOLD:

0

Treasure:

None

Attacks:Multiple-
Target
Bombshell

Metatron looks like a robot. Arguably, Metatron could be the most difficult of the four Bosses. It has powerful area attacks, and an awesome special attack. You should use **Booster** and **X** button attacks followed by Attack Level 1 combos. Try to fight Metatron as your first or second fight. This fight may require at least two of your top characters.



Boss Fight: Sundel

HP:

54,000

EXP:

1

GOLD:

0

Treasure:

None

Attacks:

Counter

Sundel looks like a bunch of spinning red diamonds. At the beginning of the battle, Sundel will choose one of your Gears to counterattack. Each time you attack Sundel, it will counterattack by hitting the selected Gear. If the selected Gear attacks Sundel, it will counterattack your entire party with an extremely powerful attack that can cause roughly 6000 Hit Points of damage. Therefore, the selected character should stay put and spend each turn Charging or using a Frame HP. Sundel can heal itself for a random amount of HPs, but you should be causing around 5000 Hit Points of damage to it every turn.



Boss Fight: Deus

HP:

??

EXP:

??

GOLD:

??

Attacks:

Starry Night, Halve HPs

Treasure:

None

Use your best characters here, probably Fei, Bart, and Citan. Deus has several wind-ranging attacks that hit the party hard. Equip everyone with Frame HPs, Z Chargers, and AntiAngel Systems. This will make it easy to restore damaged Gears, and it will nullify Deus' most powerful attack.

After defeating Deus, Fei appears in **Xenogears**. Now it's time for the final Boss fight.

Final Boss Fight: Urobolus

HP:

??

EXP:

??

GOLD:

??

Attacks:Fist Attack,
Serpent's Tail**Treasure:**

None

Use **Booster** immediately. Urobolus' strongest attack causes around 7000 Hit Points of damage, so keep your HP above that amount. Repeatedly charge up your Attack Level to infinity, and then unleash a powerful offensive combination attack using the **X** button.

After defeating Urobolus, sit back and watch what happens next.

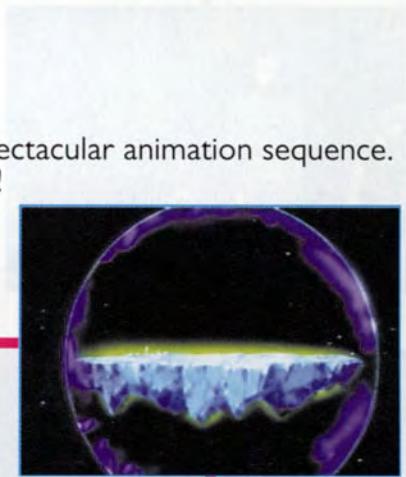
Congratulations on finishing **Xenogears**!

Warning!

What follows on the next pages shows the ending animation for **Xenogears**. So, if you don't want to spoil the surprise, then don't look!

Ending Animation

As the end of the game unfolds, you are treated to a spectacular animation sequence. The following pages display some of what occurs. Enjoy!



Walkthrough



Side Quests



Taura's House

Once Shevat is on the ground and is now the Snowfield Hideout, return to Taura's house located in the southeastern portion of the World Map and look for him in the back room. He's glad to see the party, and rewards them handsomely with a **Manly Mantle** and the **Goddess Robe**.



The Lighthouse

Enemies: Carrier FI, Croaker Tribe, Griffon, Shellbelle FI, Hammerhead FI, Dragon

There's an old lighthouse in the northwest section of the large southern continent. With Emeralda in your party, go inside it. What follows is a fun adventure that pays off with a big dividend in terms of items and equipment, plus a nifty movie. The area is actually an entire city, cut off from the known world.

Items

Death Blower1	Chest in convenience store
Random Items	Chests in Big Joe's Shop
G-Godfather	Chest in alley (no-zoom building)
Survival Tent	Chest in TV studio
Death Blower2	Chest in street
Death Blower3	Chest in street
Z Charger	Chest in subway tunnels

Big Joe's Shop

Weapons

G-Godson Ammo 1000G

Parts

Power Magic	3000G
Veil Doubler	3000G
Pilot Shield	4000G
GNRS20	35,000G
GNRS50	65,000G
A Charger	2500G
S Charger	10,000G
X Charger	30,000G
Z Charger	50,000G

Big Joe's Gear Parts

Fuel	
Engine	
V80-2000	65,000G
Z90-1500	65,000G
OMEGA100	65,000G

Frame	
STIE-36000	30,000G
#17-38000	40,000G

Armor	
RX Metal 30	25,000G
Z Alloy 80/30	29,000G
RX Metal 90	31,000G
Z Gold 100	32,500G

Big Joe's Shop

Items	
Sigmasol	1500G
STR Drive	10,000G
VIT Drive	10,000G
ETH Drive	10,000G
ETHDEF Drive	10,000G
HP Drive	20,000G
EP Drive	20,000G
Tragedienne	10G
Comedienne	10G
Samson's Hair	1000G

Infinity Chest

The chests around Big Joe regenerate every time you leave the building. Each time they are filled with random items, so you never know just what you'll get

**Battling in Kislev**

Return to the scene of your championship run. Unfortunately, Kislev is a mere shadow of its former self. Head for the **Imperial C Block Recreation Battling Area** by examining the northernmost Blue Crystal on the Town Map.

When you arrive in the Battling Arena, choose **“Special Mode 2.”** This will enable you to battle and accumulate Battle Points that you can later use to exchange for Normal or Rare Items. The lower the mode, the easier the opponent and fewer BP earned. Expect this venture to take a couple of real-time hours. You can also compete against a friend by selecting **“Special Mode 1.”**

Normal Items

Anoret Seed	Lose some weight (1 ally)
Bulimy Seed	Gain some weight (1 ally)
Samson's Hair	In battle, weapon power up
Anoret Fruit	Lose lots of weight (1 ally)
Bulimy Fruit	Gain lots of weight (1 ally)
Light Ar+1	Armor Defense +15
Light Ar+2	Armor Defense +40
Light Ar+3	Armor Defense +60
Wind Ring	Wind Defense
Earth Ring	Earth Defense
Fire Ring	Fire Defense
Water Ring	Water Defense
Wind Veil Armor	Defense vs. Earth Ether
Earth Veil Armor	Defense vs. Wind Ether
Fire Veil Armor	Defense vs. Water Ether
Water Veil Armor	Defense vs. Fire Ether
Element Aero	Wind attack
Element Terra	Earth attack
Element Pyro	Fire attack
Element Hydro	Water attack
EtherStoneLg	Ether +5
AntiEthRockL	Ether Defense +5

Rare Items

M disk	For Playback
Power Ring S	Attack +5
Stamina Ring S	Defense +5
Speed Ring S	Quickness +2
Gallant Belt	Max HP 10% Up/Restore
Fei Jr. Doll	Operation Chu-Chu
Bart Jr. Doll	Operation Chu-Chu
Billy Jr Doll	Operation Chu-Chu
Body Guard	Block PHY effects

Mind Guard	Block MNT effects
Ether Doubler	Uses 2x EP/2x effects
Ether Guard	Block EP absorb
Life Stone	2x HP restore
S Charger	"Charge" restores 100 Fuel
X Charger	"Charge" restores 200 Fuel
GNRS50	Plus 50% engine output
Deathblower3	Enables Level 3 Deathblows
Speed Shoes	Speed Up next turn

Duneman Isle

Enemies: Dune Man, Neo Tin Robo, Wyrm, Dragon, Sand Shark

Items

Kingly Armor
Yamoto Sword
Godfather



Fly to Bart's Lair, near **Aveh**, and land on the big island just west of there. Land on the grassy portion along the western coast and then press the **X** button to enter Duneman Isle. Fascinating discoveries await you here, especially a powerful sword along with some tough monsters.

You'll encounter three Dunemen. When they ask you to leave, select "**No**" to fight them. Defeat the Dunemen and then go east three screens. Go north one screen to find some Sand Shark enemies hopping across the sand dunes. Once they leave, go north into the next screen to find a large dinosaur skeleton. Obtain the **Yamoto Sword** embedded in the skeleton, and then head west into the next screen.

Go south into the next screen until you see a bunch of moving sand and **two treasure chests** atop two rocks. Press and hold left or right on the D-pad to reach one of the chests. After getting one of the chests, you'll fall down the sand waterfall, forcing a fight with a **Wyrm**.

After defeating the Wyrm, you can retrace your steps to obtain the other treasure chest. Don't worry about missing the treasure chests your first time through; you'll have an infinite number of chances to get them.

Character Skills & Abilities

Each character has his or her own set of skills and abilities to use throughout this adventure. The following section summarizes those attributes.

Skills

Each character can learn a number of Deathblow Combos throughout the game. To learn these combos, you simply need to experiment with different button combinations during battles. When you access the Skills screen, you can see the progress of the combos a particular character has learned.

If you decide not to use your allotment of AP points during a character's turn, the points are added to the AP bar. You can then use these points to unleash a combo against an enemy.

COMBINATION ATTACKS

You can use these attacks by pressing a certain button combination on the controller.

AP ATTACKS

These attacks can be used as individual attacks or in combination attacks up to 28 AP.

FEI

DEATHBLOW COMBOS

Raijin	▲, X
Senretsu	▲, ▲, X
Hagan	■, X
Hoten	▲, ▲, ▲, X
Tenbu	▲, ■, X
Ryujin	■, ▲, X
Koho	X, X
Fukei	▲, ▲, ▲, ▲, X
Chikei	▲, ▲, ■, X
Kakei	▲, ■, ▲, X
Suikei	■, ▲, ▲, X
Kokei	■, ■, X
Yamikei	X ▲, X

AP ATTACKS

Raijin	4 EP
Senretsu	5 EP
Hagan	5 EP
Hoten	6 EP
Tenbu	6 EP
Ryujin	6 EP
Koho	6 EP



DEATHBLOW COMBOS

Ukigumo (Amaoto)	▲, X
Mufu (Engetsu)	▲, ▲, X
Jinrai (Amagumo)	■, X
Shinrai (Himatsu)	▲, ▲, ▲, X
Renken (Yako)	▲, ■, X
Hakai (Zanretsu)	■, ▲, X
Ougi (Myogetsu)	X, X
Festive Wind	▲, ▲, ▲, ▲, X
Rumble Earth	▲, ▲, ■, X
Haze of Fire	▲, ■, ▲, X
Crystal Water	■, ▲, ▲, X

AP ATTACKS

Amaoto	4 AP
Engetsu	5 AP
Amagumo	5 AP
Himatsu	6 AP
Yako	6 AP
Zanretsu	6 AP
Myogetsu	6 AP



CITAN

ELLY

DEATHBLOW COMBOS

Screamer	▲, X
Cyclone Kick	▲, ▲, X
Breakthrough	■, X
Double Shock	▲, ▲, ▲, X
Sky Attack	▲, ■, X
Bright Spark	■, ▲, X
Sting Kick	X, X
Anemo Zap	▲, ▲, ▲, ▲, X
Terra Charge	▲, ▲, ■, X
Thermo Thump	▲, ■, ▲, X
Aqua Frost	■, ▲, ▲, X

AP ATTACKS

Screamer	4 AP
Cyclone Kick	5 AP
Breakthrough	5 AP
Double Shock	6 AP
Sky Attack	6 AP
Bright Spark	6 AP
Sting Kick	6 AP



BART

DEATHBLOW COMBOS

Head Hunter	▲, X
Twin Sonic	▲, ▲, X
Rhythm Shock	■, X
Dynamic	▲, ▲, ▲, X
Astral	▲, ■, X
Bracer	■, ▲, X
Justice	X, X
Angel	▲, ▲, ▲, ▲, X
Land Break	▲, ▲, ■, X
Prominence	▲, ■, ▲, X
Tornado	■, ▲, ▲, X

AP ATTACKS

Head Hunter	4 AP
Twin Sonic	5 AP
Rhythm Shock	5 AP
Dynamic	6 AP
Astral	6 AP
Bracer	6 AP
Justice	6 AP



RICO

DEATHBLOW COMBOS

Rico Rocket	▲, X
Death Drive	▲, ▲, X
Banderas	■, X
Dragon Fist	▲, ▲, ▲, X
Fire Bomb	▲, ■, X
Pile Crusher	■, ▲, X
Spin Strike	X, X
Death Roll	▲, ▲, ▲, ▲, X
Flame Lariat	▲, ▲, ■, X
Hell Splash	▲, ■, ▲, X

AP ATTACKS

Rico Rocket	4 AP
Death Drive	5 AP
Banderas	5 AP
Dragon Fist	6 AP
Fire Bomb	6 AP
Pile Crusher	6 AP
Spin Strike	6 AP



DEATHBLOW COMBOS

Adams Apple	▲, X
Gunholic	▲, ▲, X
Hell Blast	■, X
Nut Crack	▲, ▲, ▲, X
Sky Walker	▲, ■, X
Devil Blast	■, ▲, X
Banfrau	X, X
True Dream	▲, ▲, ▲, ▲, X
Holy Gate	▲, ▲, ■, X
Dear Friend	▲, ■, ▲, X

AP ATTACKS

Adams Apple	4 AP
Gunholic	5 AP
Hell Blast	5 AP
Nut Crack	6 AP
Sky Walker	6 AP
Devil Blast	6 AP
Banfrau	6 AP



DEATHBLOW COMBOS

Leg Cutter	▲, X
Wave Cutter	▲, ▲, X
Leg Spin	■, X
Hammerhead	▲, ▲, ▲, X
Grand Arm	▲, ■, X
Divider	■, ▲, X
Flying Arm	X, X
Tornado Hand	▲, ▲, ▲, ▲, X
Reycount	▲, ▲, ■, X
Dark Beast	▲, ■, ▲, X

AP ATTACKS

Leg Cutter	4 AP
Wave Cutter	5 AP
Leg Spin	5 AP
Hammerhead	6 AP
Grand Arm	6 AP
Divider	6 AP
Flying Arm	6 AP



EMERALDA

MARIA



Has no AP attacks or Deathblow Combos.

CHU-CHU



Has no AP attacks or Deathblow Combos.

Character Abilities

Abilities enable characters to perform magic or spells against enemies. You can even use some of these abilities to heal your allies. Keep in mind, however, that it costs a certain amount of EP (Ether Points) to cast these spells.

FEI

Name	Cost	Effect
Guided Shot	2 EP	Ball of Chi Attack (single enemy)
Inner Healing	2 EP	Restores HP (single ally)
Iron Valor	4 EP	Attack Up (caster)
Counter Force	4 EP	Counter Attack when enemy attacks (caster)
Yang Power	5 EP	Defense Up/Attack Down (caster)
Yin Power	5 EP	Attack Up/Defense Down (caster)
Radiance	10 EP	Explode with Space Chi (against single enemy)
Big Bang	20 EP	Attack all enemies/Stop Effects

CITAN

Name	Cost	Effect
Sazanami	2 EP	Restores HP (single ally)
Renki	2 EP	Next Ether affects all enemies (caster)
Koga	2 EP	Defense Up/Attack Down (single ally)

Name	Cost	Effect
Yamiga	2 EP	Attack Up/Defense Down (single ally)
Ryokusho	3 EP	Removes PHY Status (single ally)
Reisho	3 EP	Removes MNT Status (single ally)
Fuuseii	4 EP	Blocks Earth Attack (single ally)
Chiseii	4 EP	Blocks Wind Attack (single ally)
Kaseii	4 EP	Blocks Water Attack (single ally)
Suiseii	4 EP	Blocks Fire Attack (single ally)
Senkei	6 EP	Speed Up next turn (single ally)

ELLY

Name	Cost	Effect
Anemo Bolt	2 EP	Lightning/Wind Attack (single enemy)
Terrace Lance	2 EP	Earth Wave/Earth Attack (single enemy)
Thermo Cube	2 EP	Fire Shroud/Fire Attack (single enemy)
Aqua Ice	2 EP	Flash Freeze/Water Attack (single enemy)
Anemo Burn	6 EP	High Voltage/Wind Attack (enemy area)
Terra Storm	6 EP	Landslide/Earth Attack (enemy area)
Thermo Dragon	6 EP	Incinerate/Fire Attack (enemy area)
Aqua Mist	6 EP	Vast Freeze/Water Attack (enemy area)
Anemo Wave	10 EP	Plasma Flash/Wind Attack (all enemies)
Terra Ghost	10 EP	Bury Alive/Earth attack (all enemies)
Thermo Largo	10 EP	Detonate/Fire Attack (all enemies)
Aqua Lord	10 EP	Avalanche/Water Attack (all enemies)

BART

Name	Cost	Effect
Wild Smile	2 EP	Enemy Accuracy/Evade Down (single enemy)
Heaven Cent	2 EP	Ether Attack by Gold Coin (single enemy)
White Lure	3 EP	Turns Attack towards self (single enemy)
Red Cologne	4 EP	Attack Up (caster)

Name	Cost	Effect
Wind Mode	4 EP	Add Wind to Attack (single ally)
Earth Mode	4 EP	Add Earth to Attack (single ally)
Fire Mode	4 EP	Add Fire to Attack (single ally)
Water Mode	4 EP	Add Water to Attack (single ally)
Blue Cologne	6 EP	Accuracy/Evasion Up (caster)
White Cologne	6 EP	Counter vs. Enemy (caster)

RICO

Name	Cost	Effect
Steel Fist	2 EP	Attack Up (caster)
Steel Body	2 EP	Defense Up (caster)
Steel Spirit	2 EP	Ether Defense Up (caster)
Steel Mettle	4 EP	Gatling Spirit shots (single enemy)

BILLY

Name	Cost	Effect
Purity Light	2 EP	Removes all Effects (single ally)
Healing Light	2 EP	Restores HP (single ally)
Holy Light	4 EP	Restores HP (all party members)
Goddess Call	4 EP	Speed Up next turn (single ally)
Goddess Eyes	4 EP	Defense Up (single ally)
Wind Shield	4 EP	Blocks Earth Attack (single ally)
Earth Shield	4 EP	Blocks Wind Attack (single ally)
Fire Shield	4 EP	Blocks Water Attack (single ally)
Water Shield	4 EP	Blocks Fire Attack (single ally)
Goddess Wake	8 EP	Removes KO Status (single ally)

Name	Cost	Effect
Robo Beam	2 EP	Shoot Head Laser Beam (single enemy)
Robo Missile	4 EP	Shoot Rear Missiles (single enemy)
Robo Punch	5 EP	Megapunch. PHY Attack (enemy area)
Robo Kick	8 EP	Gigakick. PHY Attack (enemy area)
Graviton Gun	30 EP	Sealed Weapon/Gravity Gun (all enemies)

Name	Cost	Effect
Anemo Dharm	3 EP	Nanobolt. Wind Attack (single enemy)
Terra Feist	3 EP	Nanocube. Earth Attack (single enemy)
Thermo Gord	3 EP	Immolate. Fire Attack (single enemy)
Aqua Aroum	3 EP	Waterfall. Water Attack (single enemy)
Anemo Omega	6 EP	Air to Plasma. Wind Attack (all enemies)
Terra Holz	6 EP	Bury Alive. Earth Attack (all enemies)
Thermo Giest	6 EP	Firestorm. Fire Attack (all enemies)
Aqua Dhaum	6 EP	Geyser. Water Attack (all enemies)

Name	Cost	Effect
Forest Dance	2 EP	Restores HP (single ally)
Culen Prayer	2 EP	Removes PHY Effects (single ally)
Myrm Prayer	2 EP	Removes MNT Effects (single ally)
Play Dead	2 EP	Enemy ignores you (caster)
Maiden Kiss	8 EP	Removes KO Status (single ally)
Forest Wind	4 EP	Project air. Wind Attack (single enemy)
Earth Gnome	6 EP	Call Titan. Earth Attack (enemy area)
Ancient Myth	10 EP	Mystic power. (all enemies)

Accessories

Accessories

Name	Effect
Battle Apron	Attack/Defense +5
Fuzzy Frock	Defense +50
Leather Vest	Defense +10
Muscle Belt	Increases Defense
Gallant Belt	Max HP 10% up/restore
Yamato Belt	Max HP 25% up/restore
PilotUniform	Defense +6
Martial Wear	Defense +2
Fencing Wear	Defense +4
Metal Vest	Defense +18
Crimson Vest	Defense +64
Golden Vest	Defense +90
Black Leather	Defense +76
Dervish Dress	Defense +44
Golden Hood	Defense +45
Devil Dress	Defense +62
Battle Dress	Defense +56
Holy Habit	Defense +42
Rose Tabard	Defense +85
Dark Armor	Defense +60, EthDef +10
Mermaid Ring	Attack +10/EtherDef +10
Hercules Ring	EXP. Points gained up 50%
Power Ring	Attack +2
Power Ring S	Attack +5
Sleep Ring	Agility +1
Stamina Ring	Defense +2
Stamina Ring S	Defense +5
Evasion Ring	Increase Evade %
Wind Ring	Defense vs. Wind Elemental
Earth Ring	Defense vs. Earth Elemental
Fire Ring	Defense vs. Fire Elemental
Water Ring	Defense vs. Water Elemental
Speed Ring	Agility +1
Speed Ring S	Agility +2

Accessories

Name	Effect
Guardian Ring	Increases Defense
Stamina Ring S	Defense +5
Ether Guard	Blocks EP-absorb attacks
Sleep Guard	Blocks Sleep effect
Brain Guard	Blocks Forget effect
Poison Guard	Blocks Poison effect
Body Guard	Blocks Physical effects
Mind Guard	Blocks Mental effects
Step Shoes	Evade % +2
Premier Shoes	Evade % +5
Speed Shoes	Speed Up next turn
War Mail	Defense +52
Red Mail	Defense +14
Knight Mail	Defense +34
Ether Stone	Ether +2
Ether Doubler	Use 2x EP to create 2x effect
AntiEthStone	Eth Defense +2
AntiEthRockL	EthDef +5
EtherStoneLg	Eth +5
Life Stone	2x amount of HP restored
Holy Pendant	2X Support effect
Metal Jacket	Defense +28
Glasses	Hit % +2
SuperGoggles	Hit % +5
Cool Shades	Blocks Confusion effect
King's Helm	Defense +40
Metal Helmet	Defense +10
Martial Cap	Defense +1
Feathered Cap	Defense +28
Black Helmet	Defense +35
War Helm	Defense +20
Leather Hat	Defense +6
White Beret	Defense +8
Silver Beret	Defense +24
Power Crisis	Three stones; Shevat
Economether	Halves EP usage in battles
WizardryRing	DeathBlow learning rate up
Penguin Coat	Defense +40

Name	Effect
LongDarkCoat	Attack/EthDef +10
Angelic Robe	Defense +60/Evade +10/EthDef +10
Ether Veiler	Doubles Elemental Defense
Momento Chain	Ether +6/EthDef +6
Elly Jr. Doll	Creator unknown
Bart Jr. Doll	Hand-made by Chu-Chu
Emer Jr. Doll	Creator unknown
Fei Jr. Doll	Hand-made by Chu-Chu
Billy Jr. Doll	Hand-made by Chu-Chu
Trader Card	Increases chance of receiving rare items

Weapons

Citan

Name	Attack Power
Sengoku Sword	+30
Yamame Sword	+32
Yamoto Sword	Weapon for Citan

Bart

Name	Attack Power
Leather Whip	+2
Iron Whip	+4
Cobra Cracka	+5 (Poisons Enemy)
WhippaSnappa	+6
Serpent Sting	+7
Black Snake	+7 (EthDef down)
Silver Blood	+8
Whip-Lasher	+10
Wonder Whip	+16
Desert Worm	+12
Sonic Wave	+14
Thor's Thunda	+20

Elly

Name	Attack Power
Magical Rod	+4
Arcane Rod	+6
Marshal Rod	+14

Name **Attack Power**

Lunar Rod	+10 (Puts enemy to sleep)
Dynamite Rod	+22
Dark Rod	+24
Hot Rod	+22
Chrono Rod	Casts "Slow" on enemies
Ice Rod	+16 (Water Attack)
Flare Rod	+18 (Fire Attack)
Stone Rod	+16 (Earth Attack)
Thunder Rod	+16 (Wind Attack)
Queen's Rod	+20 (Enemy DUR down)
Chaos Rod	

Billy

Name **Ammo** **Attack Power**

B&J M10 Gun	B&JM10A	+18
	B&JM10S	+21
	B&JM10X	+24
Matchlock	MatAero	+48 (Wind Atk)
	MatTerra	+48 (Earth Atk)
	MatPyro	+48 (Fire Atk)
	MatHydro	+48 (Water Atk)
Eth Gun	EthEarth	Earth Attack
	EthFire	Fire Attack
	EthWind	Wind Attack
	EthWater	Water Attack
Shotgun	ShotG50	Initially equipped
	ShotG60	Attack +6
	ShotG70	Attack +12
	ShotG80	Attack +18
B&J M686 Gun	B&JM686A	+24
	B&JM686S	+36
	B&JM686X	+48
Godfather	Godson	+72

Items

The following items are divided into three separate sections: Battle, Non-Battle, and Story. Battle items are those used during fights with enemies. Non-Battle items are used outside of battle to increase a character's abilities or strength. Story items are used for different reasons. They can be used to acquire other items, or to leave an area. Some story items have no real purpose.

Battle Items

Name	Gold	Effect
Aquasol	20	Restores 50 HP
Aquasol S	100	Restores 150 HP
Aquasol DX	300	Restores 500 HP
Aegis sol	2000	Blocks MNT status effects
Alphasol	1000	Restores HP to full
Blue Star	500	Water up/Fire down
Brown Star	500	Earth up/Wind down
Comedienne	N/A	Cancels Play Dead
ElementHydro	1200	Makes attack water-elemental
ElementPyro	1200	Makes attack fire-elemental
ElementAero	1200	Makes attack wind-elemental
ElementTerra	1200	Makes attack earth-elemental
Hard Star	800	Defense up during battle
Igissol	2000	Blocks PHY status effects
Mentsol	20	Removes MNT status
Omegasol	50	Restores HP and EP to full
Physimentsol	50	Removes all status effects
Physisol	10	Removes PHY status effects
Red Star	500	Fire Up/Water Down
Rosesol	100	Restores 10 EP
Rosesol S	300	Restores 20 EP
Rosesol DX	800	Restores 30 EP
Samson's Hair	N/A	Weapon power up 50%
Sigmasol	1500	Restores EP to full
Speed Star	1000	Increases Speed

Name	Gold	Effect
Tragedienne	N/A	Enables you to play dead
White Star	500	Wind Up/Earth Down
Zetasol	100	Revives from KO status
Zetasol DX	1000	Revives KO/restores full HP

Non-Battle Items

Name	Gold	Effect
Aveh Water	10	Aveh tap water
Bizfruit	N/A	Restores 10 EP
Desert Strawberry	10	Restores 50 HP
Durian Juice	10	Super-smelly drink
Elfanana	10	Restores 50 HP
EP Drive	N/A	Increases maximum EP +5
ETH Drive	10,000	Increases Ether value +1
ETHDEF Drive	10,000	Increases EthDef +1
Eyeball	400	Should sell for a high price
Fang	200	Should sell for a high price
Geridelbar Fruit	100	Lose some weight
Geridelbar Seed	10	Lose some weight
Hob-Jerky	N/A	Restores 50 HP
Hob-Meat	10	Restores 100 HP
Hob-Steak	20	Restores 150 HP or sell at Battling Arena
HP Drive	N/A	Increases maximum HP +20
Lightning Radish	10	Background item
Mertoruag Fruit	100	Gain 4 Kg
Mertoruag Seed	10	Gain 2 Kg
Minigear	120	1/6 Scale Model, 24 pieces
Nisan Water	10	Nisan church water
Omegasol	50	Restores all HP/EP (one)
Panalphasol	100	Restores party's HP to full
Scale	1000	Should sell for a high price
STR Drive	10,000	Increase Attack value +1
Survival Tent	150	Fully restores party's HP and EP
VIT Drive	10,000	Increase Defense value +1

Story Items

Item	Purpose/Description
Anoret Seed	Makes you lose some weight
Anoret Fruit	Makes you gain lots of weight
Ariberry	Goes good with milk
Army Cardkey	Solaris base keycard
Bird's Egg	Yui will cook it
Book 1	"The Adventures of Big Joe"
Book 2	Not very comical anymore
Book 3	Helpful Hellfire teachings
Bulimy Fruit	Makes you gain lots of weight
Bulimy Seed	Makes you gain some weight
Cabin Key	Rusty key
Chu-Chu Idol	Strength and Defense +20% (Chu-Chu only)
Chu-Chu Doll	Is really Chu-Chu before it joins you
Dirty Badge	Background item
Dog Food	Breeder's choice
Elfanana	Monkey's favorite
Gold Nugget	Should sell for a high price
Gold Bullion	Should sell for a high price
Ivory	Should sell for a high price
Kislev Map	Map of Nortune's sewers
M Disk	A Music Disk for a jukebox; use at Kislev, Battling Arena for a sound test
Master Key	Nortune Gear Dock key
Merkava Map	Map of Merkava
Mermaid Tear	It shines like a jewel
Ordinary Stone	Background item
Permission Certificate	Use to move freely in Solaris
Bell Amulet	Exchange for Ethos Doctrine Book at Orphanage
Radish	Goes good with fish

Items

Item

Gold

Purpose/Description

Sewer Keys	Nortune sewer keys
Shevat Map	Map of Shevat's hangar
Spider	Chu-Chu eats it when it joins you. Receive Ether Veiler
Spider Web	Tough thread; used for fishing
Tickets	No cameras allowed in arena
Toy Gun	BBs and gas sold separately
UFO Photograph	Shows a typical Adamski type
Work Permit	Solaris 3rd class ID. Use to move freely in Solaris
*Dawn Rock	A white-colored stone
*Dark Rock	A dark-colored stone
*Dusk Rock	A red-colored stone
**H&S Badge	Hide and seek king
**RPS Badge	Rock, Paper, Scissors, king
**Tag Badge	Tag King

*Place in stone elevator in Shevat

**Receive Power Ring S and A Charger from Chu-Chu in Shevat

GEAR ESSENTIALS

This section is your one-stop place for all the pertinent information concerning Gears. There's information on Engines, Frames, Armor, Accessories, and Weapons for all the Gears.

ENGINES (All Gears)

Name	Power	Fuel	Gold
G4-1200	4	1200	800
G6-1200	6	1200	1200
Z9-1500	9	1500	1800
V10-1200	10	2000	2600
V12-2000	12	2000	2600
W13-1700	13	2700	2600
R15-3000	15	3000	3000
C18-2500	18	2500	4000
E20-2700	20	2700	4000
F23-3000	23	3000	6000
M28-2200	28	2200	6000
B30-4200	30	4200	10,000
K35-3500	35	3500	12,000
F40-5400	40	5400	13,000
G45-4600	45	4600	18,000
S50-6600	50	6600	24,000
N55-5800	55	5800	24,000
Y60-7000	60	7000	32,000
X70-8000	70	8000	50,000
V80-2000	80	2000	65,000
Z90-1500	90	1500	65,000
OMEGA 100	100	1000	65,000

FRAMES

WELTALL/WELTALL-2 (Ei)

Name	Gold	Hit Points
WELT-01800	1800	150
WELT-02100	2100	400
WELT-02500	2500	800
WELT-03000	3000	1400
WELT-03600	2200	3600
WELT-04300	3200	4300
WELT-05100	4400	5100
WELT-06100	4700	6100
WELT-07300	6100	7300
WELT-08700	8000	8700
WELT-10400	8900	10,400
WELT-12400	11,300	12,400
WELT-14800	11,900	14,800
WELT-17700	12,400	17,700
WELT-21200	15,100	21,200
XENOGEARS	16,200	30,400

VIERGE (Ei)

Name	Gold	Hit Points
VIER-01500	100	1500
VIER-04000	2900	4000
VIER-04800	3900	4800
VIER-05800	4100	5800
VIER-07000	5200	7000
VIER-08400	7200	6400
VIER-09600	8100	9800
VIER-12000	10,600	12,000
VIER-14300	13,600	14,300
VIER-30400	15,600	17,000

HEIMDAL/FENRIR (Citan)

Name	Gold	Hit Points
HEIM-02500	800	2500
HEIM-03200	3200	1800
HEIM-05400	4600	5400
HEIM-06400	4900	6400
HEIM-07800	6700	7800
HEIM-09200	7700	9200
HEIM-11000	9700	1100
HEIM-13000	11,200	13,000
HEIM-15800	12,400	15,800
HEIM-19000	13,300	19,000
HEIM-23000	15,000	23,000
HEIM-27000	15,500	27,000

BRIGANDIER/ANDVARI (Bart)

Name	Gold	Hit Points
BRIG-01900	1900	250
BRIG-02200	2200	500
BRIG-02700	2700	900
BRIG-05400	4600	5400
BRIG-06400	4800	6400
BRIG-07700	6300	7700
BRIG-09100	7100	9100
BRIG-11000	9900	11,000
BRIG-13000	11,200	13,000
BRIG-15800	12,400	15,800
BRIG-18500	13,200	18,500
BRIG-22200	15,000	22,200
BRIG-26000	16,200	26,000

STIER (Rico)

Name	Gold	Hit Points
STIE-05800	4300	5800
STIE-06900	5600	6900
STIE-08200	7200	8200
STIE-09800	8300	9800
STIE-11700	10,000	11,700
STIE-13800	12,000	13,800
STIE-16500	13,000	16,500
STIE-20000	13,200	20,000
STIE-25900	16,200	25,000
STIE-30000	17,400	30,000
STIE-36000	30,000	36,000

CRESCENS (Emeralda)

Name	Gold	Hit Points
CRES-14000	11,400	14,000
CRES-17200	12,500	17,200
CRES-20800	14,500	20,800

SEIBZEHN (Maria)

Name	Gold	Hit Points
#17-18000	13,000	18,000
#17-22000	15,000	22,000
#17-30000	16,200	30,000
#17-38000	40,000	38,000

Name	Gold	Hit Points
RENM-06000	4400	6000
RENM-07200	6000	7200
RENM-08800	7600	8600
RENM-10200	8600	10,200
RENM-12000	10,700	12,000
RENM-14200	12,800	14,200
RENM-17000	13,600	17,000
RENM-20800	14,900	20,800
RENM-24800	16,200	24,800

ARMOR (All Gears)

Name	Ar	Eth Ar	Gold
MS Steel Plate #3	30	0	50
MS Steel Plate #6	60	0	500
MS Steel Plate #7.5	75	0	1000
MS Steel Plate #9	90	0	1500
MS Steel Plate #12	120	0	2500
MS Steel Plate #15	150	0	3500
Z Alloy20/5	200	50	5000
MS Steel Plate #25	250	0	6500
MS Steel Plate #30	300	0	8000
Z Alloy30/10	300	100	10,000
MS Steel Plate #40	400	0	10,000
Z Alloy40/15	400	150	12,500
RX Metal #50	500	0	12,500
Z Alloy50/20	500	200	15,000
RX Metal #60	600	0	15,000
Z Alloy60/25	600	250	20,000
RX Metal #70	700	0	20,000
RX Metal #80	800	0	25,000

Name	Ar	Eth Ar	Gold
Z Alloy80/30	800	300	29,000
RX Metal #90	900	0	31,000
Z Gold100	1000	0	32,500

Accessories

Name	What It Does
A Charger	“Charge” restores 50 Fuel
S Charger	“Charge” restores 100 Fuel
X Charger	“Charge” restores 200 Fuel
Z Charger	“Charge” restores 500 Fuel
Ar Repainer	Prevents loss of Armor Defense (-1 Agility)
A/C	Increases Agility in desert
A Circuit	Increases Agility in barrens
B Circuit	Increases Agility in snow
C Circuit+I	Increases Agility in desert
D Circuit	Increases Agility in water
E Circuit	Increases Eth Mach and EthDef (+10 EthDef/+4 EthAmp)
02 Cylinder	Increases Agility in water (-1 Agility)
Def Circuit	Increases Defense
Old Circuit	Increases Response and Defense (+10 Response)
Resp Circuit	Increases Response +20
Simp Circuit	Increases Response and Defense
Mirror Ar	Beam damage down 50%
Beam Coat	Beam damage down 50%
Beam Jammer	Beam damage down 75%
DeathBlower1	Enables Level 1 D.Blow
DeathBlower2	Enables Level 2 D.Blow
DeathBlower3	Enables Level 3 D.Blow
Engine Guard	Protects Gear's engine
Magic Guard	Protects Eth Mach
Tank Guard	Stop Fuel leaks and drainage
Motion Guard	Prevents “Slow” Status
Ether Ar	Armor EtherDef +50

Name	What It Does
Ether Ar+1	Armor EtherDef +100
Ether Ar+2	Armor EtherDef +150
Ether Ar+3	Armor EtherDef +200
Extra Ar	Armor Defense +2
Extra Ar+1	Armor Defense +5
Extra Ar+2	Armor Defense +8
Extra Ar+3	Armor Defense +10
Extra Ar+4	Armor Defense +20
Extra Ar+5	Armor Defense +30
Extra Ar+6	Armor Defense +50
Extra Ar+7	Armor Defense +80
Extra Ar DX	Armor Defense +100
Frame HP10	Restores 10% of Frame HP
Frame HP30	Restores 30% of Frame HP
Frame HP50	Restores 50% of Frame HP
Frame HP70	Restores 70% of Frame HP
Frame HP90	Restores 90% of Frame HP
FX Cleaner	“Charge” removes Status FX
Ground	Electric damage down 50%
Mica	Electric damage down 30%
Insulated Ar	Electric damage down 30% (+10 Defense)
Insulated Ar+1	Electric damage down 30% (+50 Defense)
GNRS20	Engine output up 20%
GNRS50	Engine output up 50%
Gold Plate	Gel damage down 100% (-1 Agility)
Silver Ar	Gel damage down 50% (+10 Defense)
Silver Ar+1	Gel damage down 50% (+50 Defense)
Lite Alloy	Armor Defense +30
Heavy Alloy	Armor Defense +30
Lite Ar+1	Armor Defense +15 (+5 Response)
Lite Ar+2	Armor Defense +40 (+5 Response)
Lite Ar+3	Armor Defense +60 (+5 Response)
Cast Ar	Armor Defense +2
Lens Cover	Prevents camera damage
Magnetic Coat	Increases Response +25
Noise Filter	Sonic damage down 100%
Pilot Shield	Prevent pilot Confusion
Power Magic	Increases Eth Mach Strength

Name	What It Does
Seal Ar	Seal damage down 50%
Seal Ar+I	Seal damage down 75%
Seal Barrier	Seal damage down 100%
Veil Doubler	Doubles Elemental Defense
Wind Veil Ar	Defense vs. Earth Ether
Fire Veil Ar	Defense vs. Water Ether (-1 Agility)
Water Veil Ar	Defense vs. Fire Ether (-1 Agility)
Earth Veil Ar	Defense vs. Wind Ether (-1 Agility)
Angel Ar	Angel damage down 30%/+ 50 Defense
Angel Ar+I	Angel damage down 50%/+100 Defense
Angel Ar S	Angel damage down 50%/EthDef +50
Anti Angel Sys	Angel damage down 100%

Weapons

Bart

Name	Attack Power
LeatherGWhip	+10
Iron GWhip	+16
SnapperGWhip	+18
SerpentGWhip	+35
BSnake GWhip	+50
SBlood GWhip	+56
Sonic GWhip	+64
Thor GWhip	Power loss

Elly

Name	Attack Power
Magic RodG	+2
Hot RodG	+24
Ice RodG	+60
Stone RodG	+60
Flare RodG	+65

Attack Power

Chrono RodG	+75
Chaos RodG	+80

Billy**Attack Power**

G-M10 Gun (Rank A)		
G-M10A	Ammo	+18
G-M10S	Ammo	+30
G-M10X	Ammo	+42
G-M686 Gun (Rank AA)		
G-M686A	Ammo	+24
G-M686S	Ammo	+36
G-M686X	Ammo	+48
G-Matchlock (Rank AA)		
G-MAero	Ammo	+60
G-MTerra	Ammo	+60
G-MPyro	Ammo	+60
G-MHydro	Ammo	+60
G-Godfather (Rank AAA)		
G-Godson	Ammo	+72
Shotgun		
G-GG040	Ammo	Initially equipped
G-GG060	Ammo	+12
G-GG080	Ammo	+24
G-GG100	Ammo	+36

Citan**Attack Power**

Sengoku Sword	+90
Yamame Sword	+110
Kishin Sword	+120
Kijin Sword	

Gear Options

Note that all Gears have the ability to equip **Frame HPs**. **Frame HP** enables the Gear to restore various percentages of its Hit Points.

Weltall/Weltall-2 (Fei)

Name	Fuel	Effect
System Id	1000	Attack Level Infinity first 3 turns
Thor Wave	600	X Chi Blast/Eth Attack
Flaming Hell	1000	Radiate Heat/Eth Attack (Fire; against all)

Vierge (Elly)

Name	Fuel	Effect
Aerods	400	Guided module (against all)

Brigandier/Andvari (Bart)

Name	Fuel	Effect
Ygg D.charge	600	Ygg fire support (area)

Seibzehn (Maria)

Name	Fuel	Effect
Missile Pod	400	Eth Atk/none (area)
Grav. Cannon	1000	Eth Atk/none (against all)

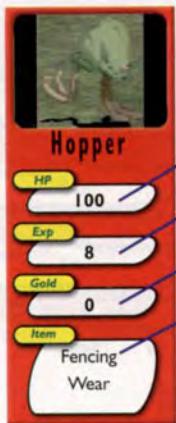
Renmazuo (Billy)

Name	Fuel	Effect
JessieCannon	500	MX Launcher (area)

Enemy Scouting Reports

LEGEND

(HP, Exp, and Gold gains are per enemy)



HP

Hit Points

Exp

Experience Points

Gold

Gold received for defeating enemy

Item

Item received for defeating enemy

Fencing Wear



Abandon	
HP	150
Exp	3200
Gold	350
Item	B&J M10A Ammo, B&J M10S Ammo



Aegisknight	
HP	700
Exp	1500
Gold	300
Item	Extra Ar +2



Airwalk	
HP	700
Exp	2300
Gold	600
Item	Lite Ar+1



Aragonite	
HP	2300
Exp	18,500
Gold	3000
Item	Insulate Ar+1



Acid Frog	
HP	120
Exp	885
Gold	0
Item	Mentsol



Aegisknight R	
HP	1600
Exp	5570
Gold	2000
Item	None



Alkanshel	
HP	10,500
Exp	132,549
Gold	30,000
Item	E Circuit



Armor Grub	
HP	7
Exp	35
Gold	0
Item	None

Enemy Scouting Reports

**Armor Grub (2)**

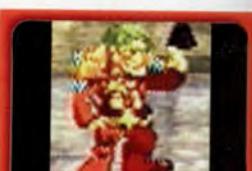
HP	67
Exp	1758
Gold	0
Item	None

**Avalanche**

HP	290
Exp	2800
Gold	500
Item	Noise Filter

**Aveh Soldier**

HP	60
Exp	75
Gold	35
Item	Rosesol

**Big Joe**

HP	777
Exp	1
Gold	1
Item	Metal Vest

**Armor Wasp**

HP	77
Exp	880
Gold	0
Item	Zetasol, Eyeball

**Aveh Corporal**

HP	60
Exp	75
Gold	40
Item	Leather Hat, Rosesol, Aquasol

**Achtzehn**

HP	12,000
Exp	50,000
Gold	10,000
Item	Lite Ar+1, Silver Ar

**Bloody**

HP	4242
Exp	25,701
Gold	3000
Item	None

**Assassin**

HP	290
Exp	3500
Gold	150
Item	Aquasol

**Aveh Guard**

HP	75
Exp	242
Gold	90
Item	Aquasol

**Batrat**

HP	150
Exp	799
Gold	0
Item	Fang

**Breaker**

HP	500
Exp	5800
Gold	600
Item	Extra Ar+4

Carrier
HP 420
Exp 7500
Gold 0
Item Fang

Citadel
HP 290
Exp 2800
Gold 500
Item Gold Plate

Conjurer
HP 880
Exp 6000
Gold 650
Item None

Croaker Tribe (3)
HP 550
Exp 4065
Gold 0
Item Fang, Scales

Carrier F1
HP 420
Exp 7489
Gold 0
Item Fang

Clawknight
HP 600
Exp 1500
Gold 300
Item Extra Ar +2

Croaker Tribe
HP 550
Exp 1200
Gold 0
Item Fang, Scales

Dan
HP 450
Exp 500
Gold 5
Item None

Calamity
HP 2500
Exp 8642
Gold 2000
Item None

Clawknight R
HP 1700
Exp 5570
Gold 2000
Item Beam Coat

Croaker Tribe (2)
HP 800
Exp 2155
Gold 0
Item Fang, Scales

Death Eater
HP 7777
Exp 30,000
Gold 0
Item None

Enemy Scouting Reports



Death Scythe

HP	900
Exp	3000
Gold	0
Item	Fang, Scales



Deus

HP	??
Exp	??
Gold	??
Item	??



Dominator (Bladegash)

HP	3000
Exp	22,428
Gold	3000
Item	STR Drive



Dorothy

HP	150
Exp	6000
Gold	150
Item	Rosesol



Defencer

HP	900
Exp	10,512
Gold	1000
Item	Cast Ar, Eyeball



Dive Bomber

HP	30
Exp	15
Gold	0
Item	Zetasol



Dominator (Haishao)

HP	5000
Exp	0
Gold	0
Item	None



Dragon

HP	18,000
Exp	91,000
Gold	0
Item	Devil Dress



Deus

HP	40,000
Exp	363,345
Gold	30,000
Item	None



Dominator

HP	7500
Exp	48,106
Gold	2000
Item	HP Drive



Dora

HP	3000
Exp	13,393
Gold	2000
Item	Extra Ar +3



Dune Man

HP	550
Exp	1000
Gold	360
Item	None


Dwarf
HP 500
Exp 600
Gold 0
Item Aquasol


Eagle Gunner
HP 1500
Exp 4500
Gold 700
Item Lite Armor +3


Edelweiss
HP 815
Exp 880
Gold 0
Item Fang, Scales


Emeralda (Crescens)
HP 14,800
Exp 255,000
Gold 10,000
Item None


Eagle Armor
HP 3200
Exp 9666
Gold 650
Item None


Eagle Wing
HP 1300
Exp 3650
Gold 1200
Item Mirror Ar


Edin
HP 3000
Exp 17,000
Gold 650
Item None


Etone
HP 1200
Exp 2000
Gold 900
Item Ether Ar


Eagle Blade
HP 2000
Exp 9333
Gold 500
Item Mirror Ar


Earth Seraph
HP 2200
Exp 6000
Gold 8000
Item Angel Ar


Elements
HP 4000, 2000, 2000, 2500
Exp 30,000
Gold 10,000
Item STR Drive, ETH Drive, VIT Drive, ETHDEF Drive


Executioner
HP 4444
Exp 92,805
Gold 0
Item None

Enemy Scouting Reports

Fire Seraph

HP	8000
Exp	4333
Gold	5000
Item	Eth Ar +3

Forest Elf

HP	40
Exp	41
Gold	21
Item	Zetasol

Fuel Tank

HP	1200
Exp	5000
Gold	10
Item	None

Giant Wels

HP	7000
Exp	77,103
Gold	28,000
Item	G-M686 Gun

Fis-6

HP	6800
Exp	67,284
Gold	15,000
Item	None

Ft. Hurricane

HP	15,000
Exp	32,367
Gold	50,000
Item	None

G Elements

HP	45,000
Exp	319,068
Gold	30,000
Item	Kishin Sword

Gigafoot

HP	850
Exp	0
Gold	0
Item	C Circuit, Extra Ar

Forbidden

HP	800
Exp	8608
Gold	5
Item	Gold Bullion, Gold Nugget

Freelancer

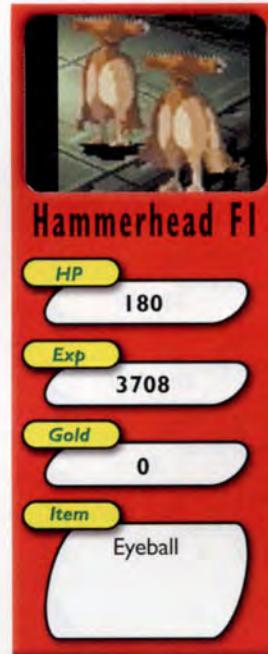
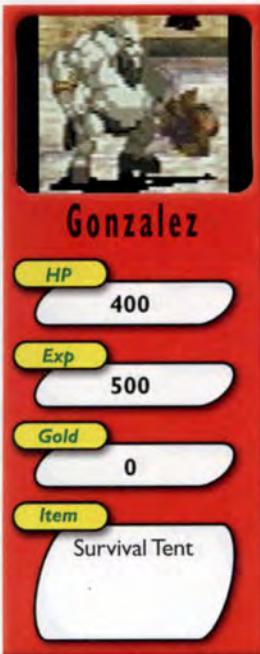
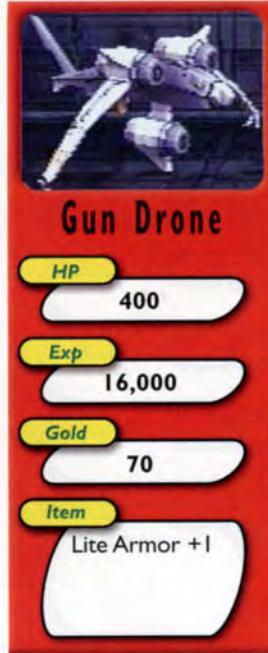
HP	420
Exp	8700
Gold	500
Item	None

Gebler Guard

HP	180
Exp	4400
Gold	600
Item	None

Gimmick

HP	6
Exp	7681
Gold	1111
Item	Golden Vest



Enemy Scouting Reports



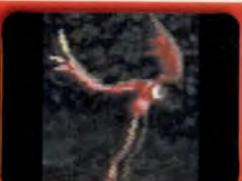
Heinrich	
HP	500
Exp	300
Gold	300
Item	None



Hopper	
HP	100
Exp	8
Gold	0
Item	Fencing Wear



Jackal	
HP	14
Exp	3
Gold	0
Item	None



Lil' Allemange	
HP	400
Exp	2207
Gold	0
Item	Eyeball



Hobgob	
HP	15
Exp	2
Gold	0
Item	Hob-Jerky



Id	
HP	3000
Exp	90,534
Gold	5
Item	None



Kelvena (Marinebasher)	
HP	5000
Exp	26,000
Gold	5000
Item	ETHDEF Drive



Lil' Kobold	
HP	35
Exp	3
Gold	0
Item	Fencing Cap



Hobgob (Sewers)	
HP	60
Exp	490
Gold	0
Item	Hob-Jerky



Id	
HP	30,000
Exp	200,000
Gold	0
Item	None



Leonardo	
HP	500
Exp	300
Gold	0
Item	None



Lucre Bug	
HP	67
Exp	586
Gold	0
Item	Rosesol


Main Gun
HP 1800
Exp 7000
Gold 0
Item None


May Fly
HP 555
Exp 1410
Gold 0
Item Ar+1


Medusoid (Water)
HP 500
Exp 7500
Gold 0
Item Mica


Miang (Opiomorph)
HP 22,000
Exp 190,000
Gold 0
Item None


Mammoth
HP 2500
Exp 3750
Gold 0
Item EtherStoneLg


Mechanic
HP 333
Exp 180
Gold 350
Item None


Merman
HP 2500
Exp 9500
Gold 500
Item Insulated Ar


Mullet (Sewers)
HP 416
Exp 2928
Gold 0
Item Aquasol S

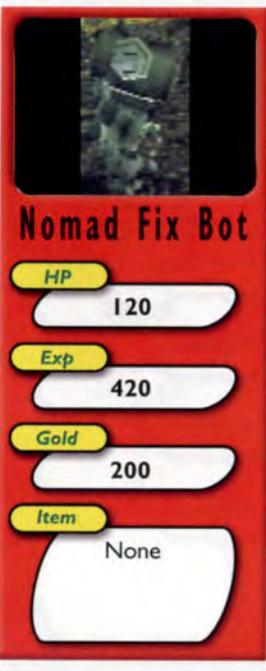
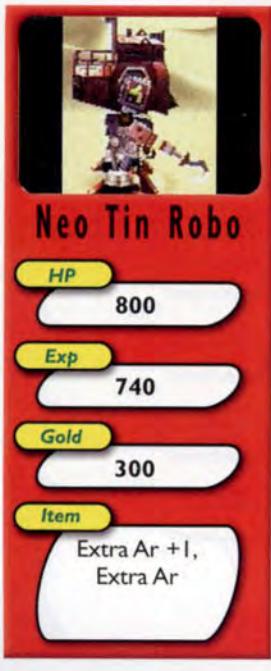
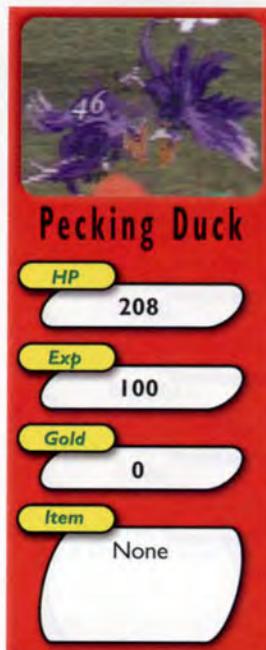
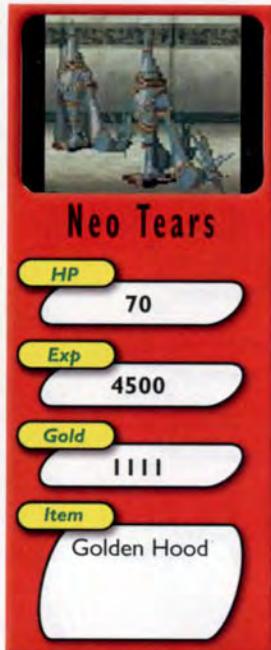
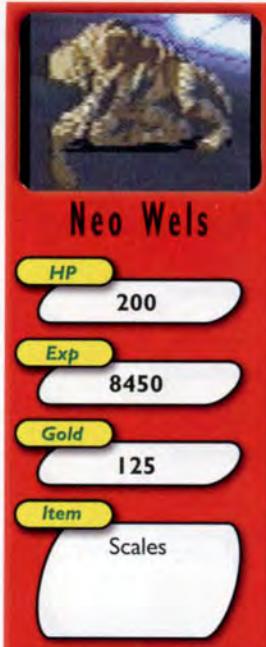
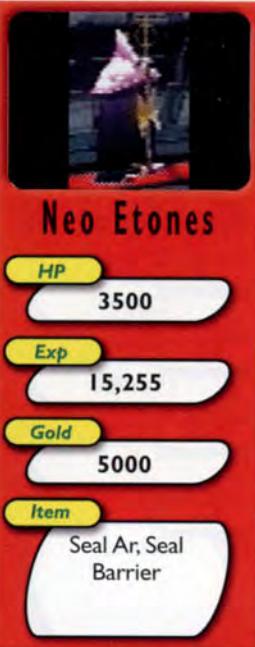

Marlute
HP 54,000
Exp 1
Gold 0
Item None

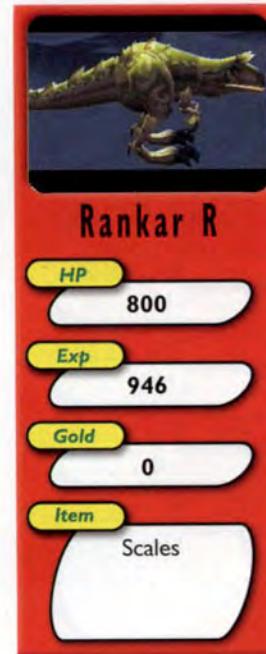
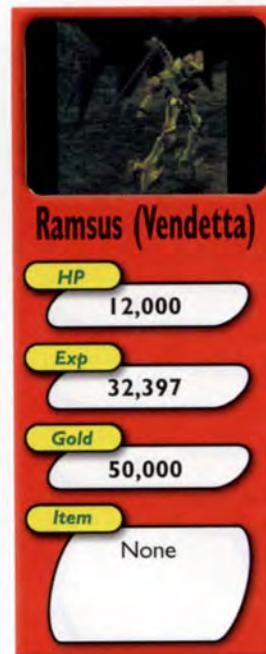
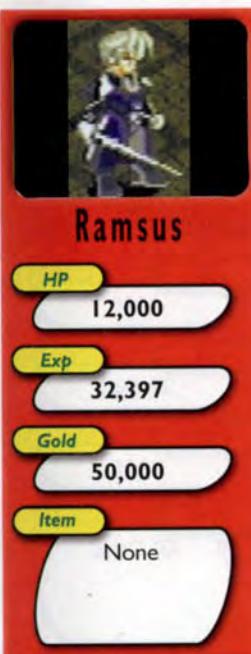
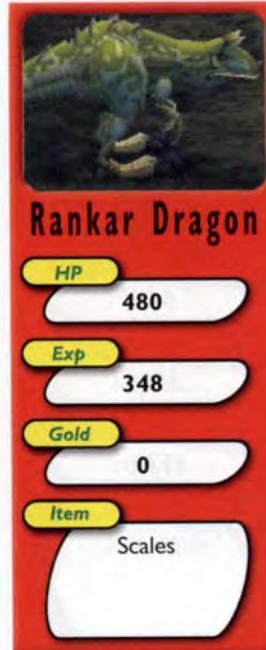
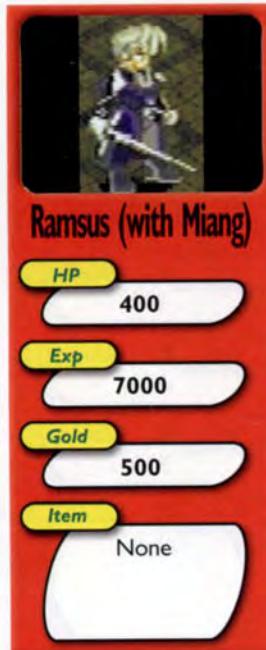

Medusoid
HP 65
Exp 698
Gold 0
Item None


Metatron
HP 45,000
Exp 1
Gold 0
Item None


Mushka MK100
HP 150
Exp 90
Gold 50
Item None

Enemy Scouting Reports





Enemy Scouting Reports



Rotten Sod

HP	650
Exp	5481
Gold	147
Item	Zetasol



Sand Man (2)

HP	200
Exp	1000
Gold	120
Item	None



Sand Tripper

HP	180
Exp	180
Gold	510
Item	None



Seraphita

HP	2000
Exp	31,184
Gold	5000
Item	VIT Drive



Salvager

HP	400
Exp	7500
Gold	0
Item	Insulate Ar +1



Sand Shark

HP	111
Exp	121
Gold	0
Item	None



Sand Trooper

HP	500
Exp	320
Gold	220
Item	None



Seraphita (Grandgrowl)

HP	4000
Exp	26,000
Gold	5000
Item	EP Drive



Sand Man

HP	50
Exp	60
Gold	75
Item	None



Sand Shark (2)

HP	1000
Exp	2000
Gold	0
Item	None



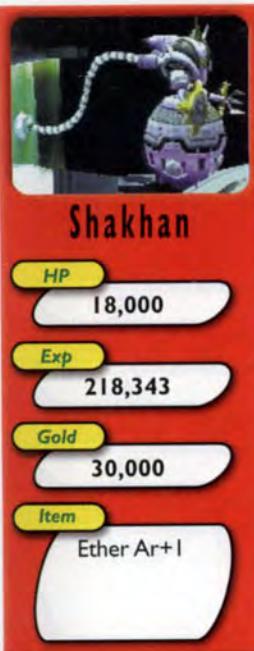
Security Cubes

HP	180
Exp	1500
Gold	2000
Item	None



Schpariel

HP	5963
Exp	17,889
Gold	1700
Item	Beam Coat



Shakhan

HP	18,000
Exp	218,343
Gold	30,000
Item	Ether Ar+1



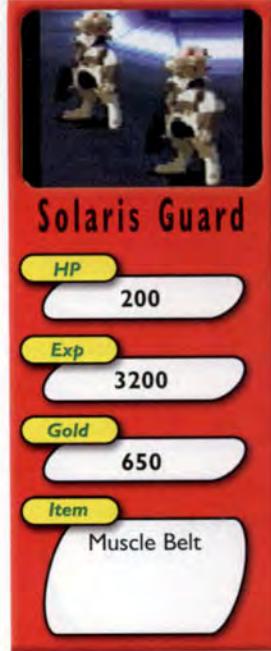
Shellbelle

HP	700
Exp	9000
Gold	0
Item	None



Seibzehn

HP	5500
Exp	60,000
Gold	10,000
Item	Heavy Alloy



Solaris Guard

HP	200
Exp	3200
Gold	650
Item	Muscle Belt



Shakhan Guard

HP	250
Exp	6528
Gold	65
Item	Rosesol



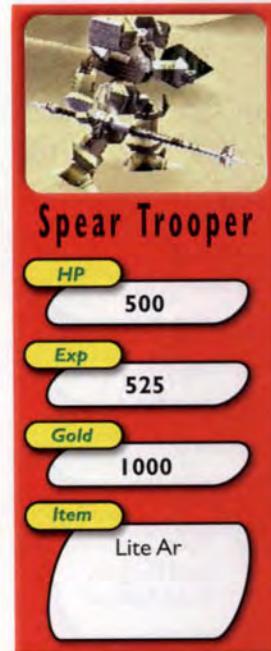
Shellbelle Fl

HP	2200
Exp	9669
Gold	0
Item	None



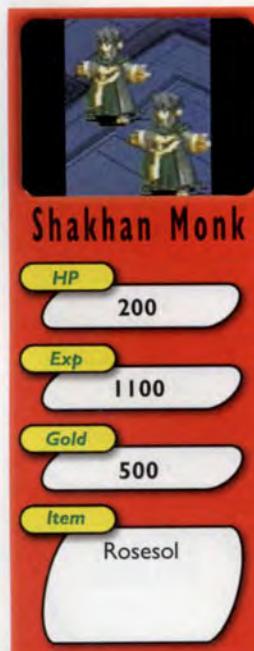
Scud

HP	300
Exp	500
Gold	0
Item	None



Spear Trooper

HP	500
Exp	525
Gold	1000
Item	Lite Ar



Shakhan Monk

HP	200
Exp	1100
Gold	500
Item	Rosesol



Shinobi MK0

HP	960
Exp	12,000
Gold	1500
Item	Simp Circuit



Slugger

HP	400
Exp	2000
Gold	0
Item	None



Sufal

HP	2000
Exp	136
Gold	0
Item	Aquasol



Sufal Gear

HP	1800
Exp	12,000
Gold	150
Item	Extra Ar



Suzarn

HP	800
Exp	500
Gold	0
Item	Metal Jacket



Sword Seraph

HP	3000
Exp	8000
Gold	2400
Item	Ether Ar +3



Tin Robo

HP	138
Exp	630
Gold	210
Item	Extra Ar



Sufal Mass

HP	4800
Exp	97,191
Gold	30,000
Item	Pilot Shield, Gold Nugget, Gold Bullion



Swordknight

HP	700
Exp	1500
Gold	300
Item	Extra Ar +2



Swordsman

HP	140
Exp	2500
Gold	123
Item	Aquasol



Tolone

HP	2500
Exp	31,184
Gold	5000
Item	ETH Drive



Sundel

HP	54,000
Exp	1
Gold	0
Item	None



Swordknight R

HP	1800
Exp	5570
Gold	2000
Item	None



Tears

HP	500
Exp	9190
Gold	1111
Item	Extra Ar+5



Tolone (Skyghene)

HP	5000
Exp	26,000
Gold	5000
Item	VIT Drive, ETH Drive


Traffic Jam
HP 345
Exp 6000
Gold 350
Item Zetasol


Tusk-Tusk
HP 8000
Exp 5004
Gold 0
Item Ivory, Fang


Vierge (Elly's Gear)
HP 2400
Exp 11,046
Gold 300
Item None


Water Seraph
HP 3000
Exp 3000
Gold 1600
Item Angel Ar


Traffic Jam (2)
HP 1250
Exp 6000
Gold 1000
Item Ether Ar

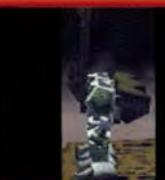

Uroborus (FINAL BOSS)
HP ??
Exp ??
Gold ??
Item ??


Wandknight
HP 620
Exp 1500
Gold 400
Item Extra Ar +2


Wels
HP 500
Exp 1600
Gold 500
Item None


Trooper
HP 800
Exp 1600
Gold 500
Item Extra Ar


Vargas
HP 500
Exp 300
Gold 300
Item None


Wandknight R
HP 1800
Exp 5570
Gold 2000
Item None


Whiteknight
HP 290
Exp 2800
Gold 500
Item Ether Ar, Lite Ar +1

Enemy Scouting Reports



Wind Seraph	
HP	2000
Exp	8000
Gold	1500
Item	Angel Ar



Wiseman	
HP	1000
Exp	0
Gold	0
Item	None



Wyrm	
HP	200
Exp	1044
Gold	0
Item	Eyeball



Wyrm (2)	
HP	70
Exp	3100
Gold	0
Item	Eyeball



Shadey	
HP	800
Exp	2000
Gold	800
Item	AntiEthRockL

Square Electronic Arts Game Tips

Game Tips are available for all Square Soft PlayStation titles: **1-900-407-HLUE [1-900-407-5583]** \$.95/min. Automated Tips, \$1.25/min. Live Assistance. Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. only. Touch-tone phone required. Live assistance is available for Square Soft titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am-11:45 — 1pm-5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

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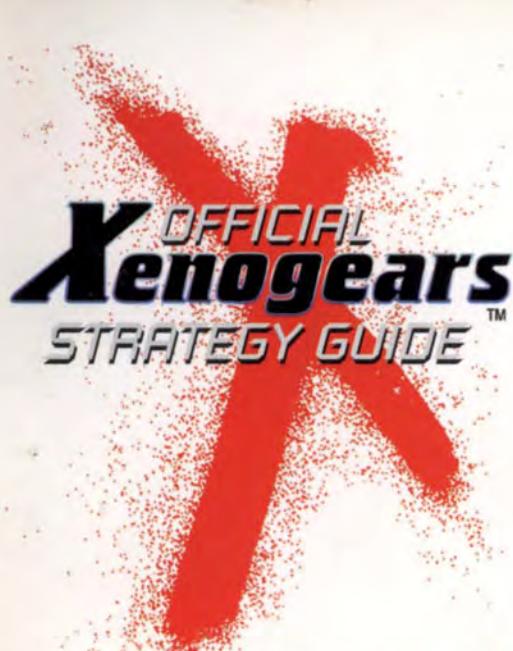


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